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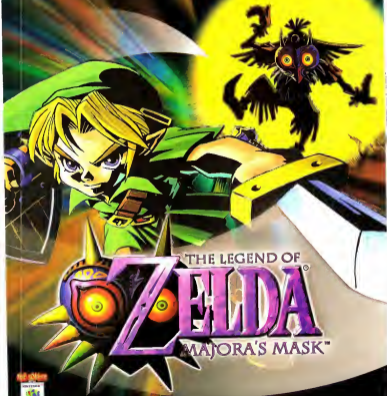
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When you find the Skull Kid on the clock tower's roof, shoot him with one of your bubble bullets. A direct hit will cause him to drop your scouter!



# FOR THE QUEEN! FOR NABOO!



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# SPIDER-MAN

## Swing with Spidey 24

The one and only wall-crawling, web-slinging superhero, Spider-Man, makes his PS4 debut with a 3-D action spectacle that has him battling the likes of Scorpion, Venom, and Dr. Octopus high above the streets of the Big Apple. As Spider-Man advances, he collects level-Spidey suits and comic book covers. Join us as we deliver every Spider-Sense-tangling moment in a member 11-page review of the game.



## Zelda Unmasked 56



Your dark days in Clock Town will get brighter when you equip the enigmatic Fused Mask. Dive deep into our Legend of Zelda: Skyward Sword feature article to discover the Fused Mask's history and how to use it. Plus, you can get the ultimate weapons—the Mask of the Fierce Deity.

## Cartoon Bash 62



Animated characters Tom and Jerry put aside their cat and mouse games and get into a good ol' fashioned brawl in the N64 slice-fest. Tom and Jerry in Fists of Fury. Five other characters join the galaxy fighters as they face repeat victory car races on tracks. Get the goods on car bombing and soccer romping with our blow-by-blow review.

## Xtreme Action 68



Mega Man X faces the post-apocalyptic future from his former lights counterpart in Mega Man Xtreme for Game Boy Color. Join the ultimate wonder on his lights to clear the computer's core. It's all in our Xtreme review.

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# PLAYER'S PULSE

New Year's means new resolutions, or in our case, a new design for the Player's Pulse. We've added a page just for artwork, which gives us room to print more of your letters, and condensed the Power Charts to give you new and different kinds of info. And as for this month's responses to Write Away, Right Away, some of the stories seem a little fishy, but who are we to judge?

## THE REAL WORLD

I read the November Write Away, Right Away, and I remembered how I bought Mario Tennis. I hadn't ever played tennis before, but I heard about tournaments at my school and thought "Why not? I can at least talk to my friends." Well anyway, I made the team! And all I had done was play Mario Tennis!

Robert  
Via the Internet



One time I was playing WWF Warzone for the N64, and I heard the commentator use words like "man-strocity" and "capacity." I used the words the next day in class, and my teacher gave me a No Homework Slip! I never thought a wrestling game could improve my vocabulary!

Robert DeSienne  
Via the Internet

WWF Warzone taught at many other useful words and phrases, like "sawgh," "soof" and "oh no, my eye!"



One time while I was playing Cardiovisia 2, I got stuck at the pier where you have to jump over a big lake. Every time I tried to jump it, I would fall into the water. Every time! So later I went swimming with my friend and he threw my locker key to the other side of the pool. I thought about it, and rather than risk certain death, I just walked around the pool and grabbed it.

Mike Invernizzi  
Via the Internet

Why is someone named Mike Invernizzi worried about certain death?

In Volume 128, you inquired about game tactics assisting a player in real life. I don't own Harvest Moon 64, but the children I baby-sit for do, and they're too young to play it by themselves. Though I'm already an economics student, I did learn a few tricks about managing and maintaining a property. I just wanted to tell you good

work, and thanks for the great game.

Katie Weinger  
Bensalem, NJ

We're glad that Harvest Moon 64 is tooling you so much. It should prove you well if you ever decide to become a powerful real estate tycoon or an apartment super.

Thanks to racing games, I gained superior automotive control in acceleration, speed and turning before I

ever set foot in a car. My first driving instructor even told me that I had great control for never having driven before. The only drawback was that he found himself too close to parked cars, bushes and curbs. When you play racing games, you control the car from the vantage point of the middle of the vehicle, instead of the left like in real life. So I scored everyone on the passenger side!

Ed Price  
Anashtar, CA

Your first instructor? You had more than one? A side with Mr. Price must be a very selective school.

One time I was on a trip to Florida and the plane

## LETTER OF THE MONTH

Hey NP KREW, whazzup? I noticed that the mask salesman in Majora's Mask has a Mario Mask! Under that is one that looks like a "happy" Darth Maul and another one that resembles Elvis! (The singer, not the alien.) Is that salesman really from Hyrule? He looks suspicious...

Spencer McElhenny  
Via the Internet

We had a number of astute readers who caught the Mario-mask mask, but Mr. McElhenny is the only one who found a leovgy singer and a nasty villain. While we're pretty sure that Elvis and Darth Maul aren't making any cameos, we can only imagine how wicked-cool it would be to team back with a double-edged lightsaber. Take that, Gwendolyn!





I'm the only one, but I hope I speak for tons of people when I say that I miss Navi!

Joe Cooper

Via the Internet

Will said Navi may demand a lot of attention, but at least she knows a White Wolfie from a Bombchu. Plus she teaches Link all about Z-Tingling!

### THOSE GOLD STADIUM BLUES

I just want to know if I can play Pokémon Gold and Sil-

ver with my Pokémon Stadium Transfer Pak.

Anonymous

Via the Internet

We're afraid not. Since Pokémon Stadium came out long before Gold and Silver were completed, there's no way to see it with the new games. Keep an eye out for Pokémon Stadium 2, however, which will be fully compatible with all your newfound Pokémon.

### SCRAPES AND BRUISES

I am writing this letter for every person who used to

play Super Mario Bros. on the NES. I have noticed that Nintendo has made their games childlike. One example is *They Hate Pro Skater*. On other platforms it is bloody and has cool music, but now they took some of the lyrics out and removed the blood. I am now 15, and I want games that fit the gaming I like now.

Anonymous

Via the Internet



advertising quality whole wheat breads and cereals to people who don't get enough grain in their diet?

Ryan Russell

Pineville, CA

If you listen really closely, you can hear the Gorons saying "eat your legumes, or no desert for you."

### SPEAKING OF GORONS

In Volume 198 on page 20, it looks like the Goron on the bottom has gained some weight since the last Zelda game. Why is that so?

Travis Spencer

Scottsdale, AZ

Too many rock skirts. Either that, or he's taken the Zora King's advice to heart and is consuming huge quantities of tasty whole wheat.



### SHEEX? SHEESH!

In your Volume 198 Arena, you printed a short story with 28 Pokémon names hidden inside. That's not the end of the story, however. Sheex, the Empress's lackey in *The Secret of Mana* for the Super NES, also managed to sneak his name into the tale.

Eric Fawcett

Everett, WA

Good eye, Eric. That wily

Mid, anonymous, will have to disagree respectfully. As it stands now, anyone of any age can pick up *They Hate Pro Skater* and have a good time. No, the blood and some questionable lyrics were removed from the NES version, but does that really destroy the game? It's still an inimitable skate sim that's a ton of fun to play. What blood improve that? Probably not. Would songs with offensive material make it better? We can't see how. If we were to smear blood and guts all over the half-pipe, it would just raise a great game for a lot of people.

### GREAT GRANKS!

I can't help noticing that in the Legend of Zelda: Ocarina of Time, right after Link shows King Zora Ruto's letter, it sounds like he's saying "whole wheat, whole wheat." Is that a way of

## POWER CHART

We're trying some new things with the Power Charts, and we think you'll like the results. Look for special charts on top game rentals, top games by category and interactive polls through [nintendopower.com](http://nintendopower.com). This month, check out the office games that spent the most months on the Power Charts.

### ALL-TIME CHART TOPPERS

1. Super Mario Land
2. Super Mario Land 2
3. Zelda DX: Link's Awakening
4. Tetris DX
5. Zelda: A Link to the Past
6. Final Fantasy Legend 3
7. Metroid (NES)
8. The Legend of Zelda
9. Super Mario Kart
10. Super Mario Bros. 3



## YOU'RE A WINNER!

Way back in June of 2000, we gave away a dirt bike, as well as full safety gear in a contest for Excitebike 64. We're happy to announce that our winner, Alex Dombi of Dunkirk, Maryland, is loving life on his new set of wheels. It couldn't have happened to a better person, either, as those trees and trails you see are actually part of his backyard!



Shear seems to pop up in the next tutorial of players, doesn't he?

### HANDS UP!

Has anyone else noticed that a couple of characters in Mario Tennis would actually have a way difficult time playing? I'm talking about Sly Guy and Boo. Neither of the characters has visible fingers, so how do they hold their racket? Is it stuck there with Velcro?

Jake  
Rockford, IL



Sly Guy tells us that his racket is a custom model, and it stays in

place through the use of high-powered magnets. Boo, however, just muttered something about "icky ectoplasm" and we left it at that.

### A WAY TO WRITE

I've been a subscriber of your magazine since the beginning, and I have every single one you've published. It's the best of the best, not only because of the in-depth coverage and maps, but because of the style of writing your writers apply. But now that I'm done reading up, I have a question. What are the requirements for writing for your magazine? Do you have to be a distinguished journalist? A video game guru? Or both?

Luke  
Via the Internet  
Thanks for the high praise, Luke. Our writers are a fairly diverse bunch, but there are a few common threads that run through the crowd. A college education is

crucial, as is a love of video games. Other than that, it's a combination of hard work, good timing and some luck. Our best advice is to keep writing, every day. The more you do, the better you'll become.

### ATTACK OF THE TWO-FOOT ROBOT

How many games were there for R.O.B., the little robot that came with some 8-bit NES systems? There was Gyromite and I think one more. Am I dreaming? I've looked and looked, and even been on the Internet, but I can't find a thing. I swear there were two games for that little guy.

Daniel E. Schenckle

Via the Internet

You're not going mad, Daniel. There were, indeed, two games for the lovable robot. Gyromite was one and a lesser-known number called Stash-Up was the other. Believe it or not, we still get lots of requests from people who want to purchase a R.O.B!

### OCARINA OBSESSIONS

I have a little problem, you see. We'll maybe it's not a problem, but it's definitely a little strange. The Legend of Zelda: Ocarina of Time was my very first game I've had it for about two years, and I think I'm obsessed with it. Everywhere I go, I see the Yinfurze shape. Whenever I see

swords or shields, it reminds me of the game. Sometimes I even have dreams about it! What do you think?

Christine Moreno  
Charlotte, NC

Rest easy. There's nothing wrong with spending lots of time thinking about a great game like Ocarina. Our Player's Pulse editor remembers the first time he got Tervis for the 8-bit Nintendo. He played it to death, he saw little falling blocks each time he closed his eyes!

### PS3? NOT FOR THEM!

I've heard speculation about a Playstation Three that can play any type of CD—even Nintendo GameCubes! Is this true?

Christopher Wade  
Germantown, MD

Seeing that Sony just released the Playstation 2 (and barely at that) we wouldn't worry about an all-powerful PS3 any time soon.

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### WRITE AWAY RIGHT AWAY

There are many changes on the pages of Nintendo Power, and, as always, we'd love to hear what you think. Be sure to fill out the Player's Poll response card, but then take a second to drop us a line. Now's the Now! Playing rating system? What about Classified's new info? Send your responses to the address at the bottom of page 9.

# ARTIST'S GALLERY

Not only does our new format let us place envelopes around the border, it also gives us an entire page just for your art! While we welcome art of all things Nintendo, sometimes we'll feature work about a particular game or series. Harvest Moon is our first one, so grab a pen and give us your best drawings of life on the farm.



Caleb Anderson • Charlotte, North Carolina



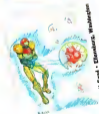
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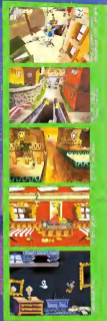


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Available November 2000



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# GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS.



## THIS MONTH

Star Wars: Episode II  
Force for Heroes



Naruto & Ben



Hyper: The Time Quest



Zelda GBC



ALSO THIS MONTH:

Dragon Warrior II  
Bay Story Beat  
Power Spins Pro Beach Volleyball  
PowerBall Gold: Battle Mix  
The Emperor's New Groove

## PAK WATCH EVOLVES INTO GAME WATCH

Every year the staff of Nintendo Power gets together to discuss ways to make the magazine better than ever. One of the more dramatic changes taking place in 2001 is right here in the column you're reading—Game Watch, which was formerly called Pak Watch. The new Game Watch column has been moved up front in the magazine so you'll be up-to-date with the latest news as soon as you open your issue of Nintendo Power. The old Pak Watch name was derived from the term Game Pak. The Game Pak is a plastic case that holds a silicon chip, or ROM, with the game program on it. All previous Nintendo consoles have used Game Paks to store games, but that will change in 2001 when Nintendo GameCube launches in the fall.

The system will use an optical disc instead of a Game Pak to store game information. Even though Game Boy Color and Game Boy Advance will continue to use Game Paks, it seemed that the name Pak Watch just didn't cover all the bases. Since the column is really about the games, not the medium the games are stored on, we

decided to call it Game Watch. As you can see, not only has the column name changed, but there have been some design changes, as well. Some of the design changes also reflect the movement toward future consoles. For instance, the red circle on the front page has become a red square to reflect the shape of the upcoming Nintendo GameCube. The monthly coverage in Game Watch will include breaking news items and sneak peeks at games in development as it always has. You'll also see more news about Game Boy Advance in the next few months as we close in on the Japanese launch date in March. Beginning in May, you'll start getting the exclusive scoop on the first Nintendo GameCube titles. Game Watch

will continue coverage of N64 and Game Boy Color titles, as well, both in North America and abroad. We hope you enjoy the new Game Watch column along with the other changes in Volume 140. You'll have a chance to let us know what you think about the changes in Nintendo Power by sending in this month's Player's Poll response card.



# GOTTA FIGHT 'EM ALL

One of the most frequently asked questions since the release of the Pokémon Gold and Silver Versions for Game Boy Color has been, "Can you enter the new Pokémon characters in the current version of Pokémon Stadium?" The bad news is that you can't use Gold and Silver Pokémon in the existing Pokémon Stadium. The good news is that Pokémon Stadium GS is on the way, and the North American release of Pokémon Stadium GS for the N64 is set for March 26th, 2001. Game Watch previews a Japanese version of Stadium GS this month, and the English version will be completed by the time you read this.

## A STADIUM PRIMER

If you haven't entered the battle frenzy of playing the original Pokémon Stadium, it's time that you get a crash course. The basic idea of both the old and new Stadiums is the head-to-head battle between teams of Pokémon. You can rent Pokémon of various levels in the N64 games or use the Transfer Pak to upload Pokémon from one of the Game Boy versions of the RPG. Keep in mind that unlike the original Pokémon Stadium, Pokémon Stadium GS won't ship with the Transfer Pak, and you'll need to use a Transfer Pak if you want to battle using the Pokémon you've trained in Gold and Silver.

## WHAT'S NEW, POKÉMON?

One obvious new feature in Stadium GS is the game's ability to use the Pokémon from the Gold and Silver Versions. But that's just the beginning of the fun. There are 12 new minigames, four new tournaments, a Free Battle Mode, the Pokémon School, the Trainer Tower with the Trainers from the Gold and Silver Versions, and the Game Boy Castle for playing Gold or Silver on

your TV. Four Trainers can join in a ladder-type tournament in the Free Battle Mode, choosing from several sets of rules or even setting up their own rules. The Minigame



Mode is for up to four players, as well. The tournaments include a Little Cup for Level-5 and below Pokémon, the Nintendo Cup for Level-50 to -55 Pokémon, the Challenge Cup, which includes four tournaments, and the Ultra Cup for Levels 10-600 Pokémon. Each level of a Cup includes eight battles. You have to choose the best three Pokémon from your team of six to compete against each Trainer. And good luck—the competition is fierce!

## BACK TO SCHOOL

The Pokémon School feature is particularly cool. If you enter the school from the main map, you'll have a chance to learn about a wide variety of Pokémon techniques such as fighting or evolving Pokémon. After a short lesson, you'll have to answer a quiz from the Professor. The second feature in the school is a complete Pokédex that includes Type Charts, facts, figures and attacks for all Pokémon, and even info about where to find the Pokémon in the Game Boy games. You can use the information to create an awesome Stadium GS team, even from rental Pokémon.



## NOT JUST A SEQUEL

Pokémon Stadium GS has new modes, new minigames, great strategic information in the school, new tournaments with multiplayer options and improved graphics, including plenty of new attack special effects. If you've been playing Gold or Silver, Stadium GS will be a welcome addition to your N64 library.



**CAUTION: POKÉMON CROSSING**



# FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

## FROM NABOO TO YOU

**S**tar Wars: Episode I: Battle for Naboo from LucasArts Entertainment LLC is ready to roll. Unlike the second N64 title from LucasArts, Indiana Jones and the Infernal Machine, which has a limited release through Blockbuster video stores, Battle for Naboo will appear in retail outlets across North America beginning in the middle of December. The title's speedy trip to the stores is a good thing for Star Wars fans. LucasArts, in association with the programming team at Factor 5, has created a mission-based flight-and-fight sim in the mold of Rogue Squadron. From the city streets of Theed to the orbit of Naboo, players take on Trade Federation battle droids and troops. The game is filled with cool vehicles, excellent graphics and razzle-dazzle missions that are enough to challenge a Jedi Knight. If you missed Nintendo Power's preview, here's another look to get you hooked.



## HERCULES AND XENA LINK UP

**T**itus has finally revealed how the upcoming Xena and Hercules games will be able to exchange character data. Titus also sent Game Watch exclusive screen shots of the Heraldes adventure. The switcheroo works like this: Using a Game Link Cable, players connect one GBC with a Xena Game Pak to a GBC with Hercules. Both players must have found the hidden Link icon in each game prior to the exchange. Once the characters have

been exchanged, Hercules will appear in the Xena game with his own weapons, but he'll have to use Xena's inventory. Xena will appear in the Hercules game with her own weapons and Her's inventory. New areas will open up on the maps in both games

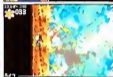


once the characters have been exchanged. Even if you don't switch characters, though, you'll be able to complete each game with its original character. Here is scheduled for release in February, and Xena will follow in March. Any questions?



# THE BUZZ ON PINOBBEE

Hudson Soft's Pinobee Quest of Heart for Game Boy Advance was one of the surprise hits at Spaceworld last August. The main character is a very cool bee named Pinobee who jets around some of the prettiest settings of any video game on any video game console. The platform action combines exploration, hop-and-hop fighting and the precise play control that is the mark of expert game developers like those at Hudson. Even the music and sound effects (through stereo headphones) were impressive. Hudson Soft sent Game Watch the exclusive new shots shown here—a feast of things to come. Pinobee is slated to be one of a dozen or so launch titles for Game Boy Advance in Japan this March.



# THE MYSTERY OF ZELDA

With the introduction of Game Boy Advance rapidly approaching, it's easy to forget that a major event for Game Boy Color is also on the way. Two Zelda adventures for GBC will be released in Japan in March. The first game is known in Japan as The Legend of Zelda: The Mysterious Tree: Chapter of Gaid. The second game is known as The Legend of Zelda: The Mysterious Tree: Chapter of Time & Space. The two games will have a unique Game Link function using passwords that add more depth to the play. Players who finish either of the games will

receive passwords that can be used in the other game. If you input your password in the second game, that game will become a sequel to the first. Your name will carry over, you'll have an extra Heart Container, and various events and scenarios will be different from what they'd have been had you played without the password. If you finish the second password into the first game, you'll receive a special item. The screen shots of Time & Space shown below are the first ever published in North America.



Time & Space



Time



Time



Time



Time & Space



Time & Space



Time & Space



Time & Space

LINKS TO THE FUTURE...

# N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

## AN ENIX EXCLUSIVE

As a thank-you to Nintendo Power readers who have supported the Dragon Warrior franchise over the years, Enix has given Nintendo Power exclusive first screen shots of Dragon Warrior III for Game Boy Color. The huge, 32-Megabit Game Pak will



Dragon Warrior III

feature improved art, larger screen text and bigger, bolder sprites than in the original NES game. The character and monster designs come from Akira Toriyama, the creator, illustrator and storywriter of Dragonball Z. As for the game, DW III is the third game in the Lono legend. The map is so vast that you have to sail and fly over oceans and continents. There are nine character classes, parties of four heroes and 165 different types of monsters. The game cycles through periods of day, night, dawn and dusk, and different characters and monsters appear at different times. Enix plans on releasing the epic in North America in 2001.

## TO THE FINISH LINE AND BEYOND

Buzz, Woody, Bo Peep, Mr. Potato Head and other characters take to the road in Disney's Toy Story Racers from Activision and Disney Interactive. The development team at Tiertex Studios has created a simulated 3-D racing environment—not an easy feat on Game Boy Color. Once on the road, you'll see environments such as Andy's



Toy Story Racers

house, Flama Planet and Sid's yard flash by with more detail than you'd expect. Toy Story Racers is light, fun and easy to play—perfect for the young drivers who will be revving up at the starting line.

## BEACH BLANKET VOLLEYBALL

If you've had enough cold weather and you'd like to head to the beach, take along Infogrames' Power Spike Pro Beach Volleyball for a smacking time. Game Boy Color sports are beginning to come into their own with games such as Mario Tennis, Tony Hawk's Pro Skater 2 and Road Charge X3S Stunt Biking. PSPBV may not be quite as refined as that lofty group, but it provides some rethink action in tournaments that range around the globe. Infogrames serves up men's, women's and



Power Spike Pro Beach Volleyball

mixed matches with three difficulty levels. You can choose the ball color, scoring system and rally points, and if you have two Game Paks and a Game Link Cable, you can go head-to-head.

## LLAMA LLAMA DING DONG

Disney's The Emperor's New Groove from Ubi Soft is based on the recently released animated feature from Disney. In the role



Disney's The Emperor's New Groove

of Kuzco, a prince who has been transformed into a llama, you and friend Pacha must face an assortment of side-scrolling dangers and adventure. Kuzco uses head-

buts and a spitting attack to hoof his way past obstacles and Andean enemies. The graphics are up to the mark, and the game play is definitely aimed at the young audience that will flock to the movie. The Emperor's New Groove should be released early in 2001.

## THE CUB WHD ROARED

Yet another Disney license is ready for the small screen. Activision's The Lion King Simba's Mighty Adventure for Game Boy



The Lion King Simba's Mighty Adventure

Color joins The Emperor's New Groove and Toy Story Racers in this edition of Game Watch. Kapsen begins the game as young Simba and grows into a powerful lion, learning the law of the wild as they progress. The platform action takes Simba through to levels filled with enemies and obstacles. The young lion paws enemies, pounces on them, roars at them and leaps like a leopard. Minigames are scattered along the way, featuring characters from the movie such as Pumbaa and Timon. Simba's Mighty Adventure is not a port of the Super NES Lion King but a new adventure that Lion King fans shouldn't miss.

## CAT AND MOUSE

Tom and Jerry in Mouse Attack may not have the wild fighting action of Flits of Fury for the N64, but the platform action in the Game Boy Color title is as solid as a brick. Jerry scampers through multiple lev-



Tom and Jerry in Mouse Attack

siendopower.com

# GAME WATCH FORECAST

els to rescue his friends, nibbling on cheese to recover health and getting advice from little angel and devil Jerry characters. Inventory items on a submenu give Jerry special abilities that help him complete levels, but he has to win them in minigames. For instance, to get a rocket, he has to piece together a slide-puzzle. There are plenty of hidden thrills to search for. Stay tuned for T and J. It should be released in January or late December.

## GAME BOY COLOR WORLD

As the New Year begins, Game Boy Color continues to be the most popular video game system in the world, and the number of new games continues to grow. B.A.M. Entertainment is one of the publishers that just can't stay away from the mighty handheld market. The third Powerpuff Girls title, *Powerpuff Girls: Battle Him*, is set to be released in February. The final game in the trilogy features Bubbles to take the role into trouble, fighting Him, Sedusa and Mr. Mime. The high-flying action is similar to the game play in the first two games. There's a trading card element and secret codes that will appear on the Cartoon Network in February once the game has been released.

Hang on for a quick trip around the world. *NewKidCo* is working on *Doog's Big Game*. *Snoopy Tennis* was recently announced by Infogrames, which is also releasing *Ten Daise 2002*. *Eggbert* is the latest title from Capcom. *Dexter's Laboratory: Robot Rampage* is coming from B.A.M. Entertainment. *AniMorphis* has been released by Ubi Soft. *THQ* has a new race—*TOCA Touring Car Championship*. *Sound Source Interactive* is working on *Extreme Sports with the Ectomycin Bots*. *And Blues Clues Alphabet Book* is headed your way thanks to *Mattel*. In the new Forecast list, the Game Boy Advance section lists Japanese titles.



Powerpuff Girls: Battle Him



### Mario Tennis



### Nintendo

#### Authors of the Month



#### Notable



#### Ubi Soft

#### Dog Rock on the Frontline



#### Infogrames

#### Action Mix: Search for Ninja X



#### B.A.M. Entertainment

#### Warriors of Might & Magic



#### INTERVIEW: BA

**MICHAEL BROWN:**  
THE FIRST NAME  
COOPER'S OLD FBI BAY  
BUCKO PARKY J  
BROCK BURN BY

**PIPER MAJES:**  
POWERPLAY STRONG CE  
SOAK WALK OFFICE B  
TOTTLE FOR BARKO

#### GAME BOY COLOR

**ACTION MAN: SEARCH FOR AMM X**  
**ALVIN**  
**ALONE IN THE DARK**  
**AMF SCORING**  
**BURNING TROUBLE CROSS**  
**BURT CLOUT AFFMART BOOR**  
**CACTUSHOGS 2**  
**CENTAUERS OF NIGHT & MAGIC**  
**DEXTER'S LABORATORY: ROBOT RAMPAGE**  
**DOOG'S BIG GAME**  
**DOOG'S THE SAME**  
**DRAGON NAMUDA III**  
**EGGERT**  
**EXTREME SPORTS WITH THE ECTOMYCIN BOTS**  
**GAUNTLET LEGENDS**  
**HEXICLES**  
**MARCS OF NIGHT & MAGIC 2**  
**MINE THE TIME EVENT**  
**MARIO THE RESURRECTION OF A LEGEND**

**MARCO TERZINI**  
**MARSH**  
**MBA PROOF**  
**POWERPLAY GEMS: PETSU WIKI**  
**RETURN OF THE KING**  
**ROCKY BOOM**  
**ROCKERS**  
**SECRETARY ESCAPE ON THE ELEVATORS**  
**THE SHANNON**  
**SNEAKY THING**  
**FILE**  
**THE THEORY**  
**TOCA TOURING CAR CHAMPIONSHIP**  
**TOP AND SOFT IN**  
**ULTRAMATRIC**  
**YAY! STUCK TOGETHER**  
**WARRIORS OF NIGHT & MAGIC THE WORLD IS NOT ENOUGH**  
**WIKI: WARRIORS OF NIGHT & MAGIC**  
**YUKI-TAKUSHI**  
**YUKI-TAKUSHI**

#### GAME BOY ADVANCE

**BORROWERS SHIRT**  
**CATERMANS: CROSS OF ROOM**  
**F-117Z ADVANTAGE**  
**THE UNCLIN**  
**CAME BOY NANS**  
**GOLDEN SUN**  
**GOJO: MAGICAL**  
**JUSTICE: RAINING SHIPS**  
**KUROSU AND THE BROTHERS**  
**MALE OF CURE**  
**MARCO: RAIN ADVANTAGE**  
**MORTALITY: RETURN**  
**NOVEMBER: BROTHER**

**KAPUSAH**  
**PURPOSE: DANCE OF HAWKS**  
**BOOKMAN: EEP**  
**SOME WIKI**  
**STAT: COMMERCE: GEM**  
**TACTICS: BORN**  
**TOP: BORN: CE**  
**TRUCKY AND THE: BRACKLE: LEVEL**  
**THE: RAIN: BROTHERS**

\*ANNOUNCED IN JAPAN

#### Paper Mario



Nintendo

#### Ridge Racer



THQ

Nintendo

ONLINE

NP



[pokemonpuzzlechallenge.com](http://pokemonpuzzlechallenge.com)

Ever had a Pokemon Puzzle Challenge? It's a fun game where you solve puzzles using your favorite Pokemon. You can play it online with friends or solo. It's a great way to test your puzzle-solving skills and learn more about your favorite Pokemon. The game is available on the Nintendo Game Boy Advance and the Nintendo DS. You can find more information about the game at [pokemonpuzzlechallenge.com](http://pokemonpuzzlechallenge.com).

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DKC GBC

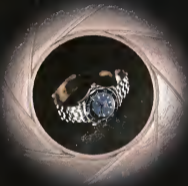


[donkeykongcountry.net](http://donkeykongcountry.net)

Donkey Kong Country is a classic platformer game where you control Donkey Kong and his friends. You have to navigate through a series of levels, avoiding traps and enemies. The game is available on the Game Boy Color and the Game Boy Advance. You can find more information about the game at [donkeykongcountry.net](http://donkeykongcountry.net).



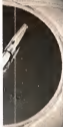




GRAPPLING HOOK



NUCLEAR



CRETONATOR



MISSILE LAUNCHER





# SPIDER-MAN



**YOUR FRIENDLY NEIGHBORHOOD SPIDER-MAN LEAPS OFF THE PRINTED PAGE TO SLING SILK AND PUNNEL VILLAINS IN ACTIVISION'S NEW 3-D ADVENTURE. SHIP IN SOME MED CREDITS: THEN PREPARE TO DEFEND NEW YORK ON THE HQ.**

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## BRAWLING

Even though the webhead has the proportionate strength and speed of a spider, plenty of bad guys are willing to tangle with him. Use the left and bottom C Buttons to unleash a barrage of flying fists and feet.

### PUNCH



### KICK



### GRAB



You can mix it up with some villains by laying down combine fists of punches and kicks. Most of the more powerful attacks require you to use basic skills in conjunction with other techniques. You can also jump onto an enemy's back, then punch or kick him.

## WEBSLINGING

Spidey's versatile webbing plays a key role in his HQ adventures. Its primary function is transportation, whether he's using weblines to travel between buildings or just to reach the safety of the ceiling. After a little practice, you'll turn into a real swinger.

### WEB SWING



If you've seen the Spider-Man cartoons, you probably remember the way Spidey could swing around the city by attaching webs to unseen objects above him. It works pretty much the same way in the game. Just input the direction of a building, then press it.

### ZIP LINE



If you need to escape danger in a hurry—or you just want to travel around—press the B Button. A web line will pull you straight up to the ceiling. The ceiling will become transparent while you travel.

### WEB TARGETING



Some situations require precise, targeted webbing. Press the Z Button to bring up a web sight, and it'll show you where you want to go, then hit the B Button to swing. You can also use the web sight to target enemies with impact webbing.

## WEB WEAPONRY

You can use Spider-Man's webbing for a variety of offensive purposes, but keep a close watch on your web cartridges. There's nothing worse than running dry in a pinch. To use the web attacks, press the top C Button while flicking the Control Stick in a specific direction. Each direction produces a different attack.

### WEB TRAP



If you press top C without moving the Control Stick, you'll fire a tangle of webbing that automatically doffes enemies. Use the time to administer a finishing. You can also use the sticky Web Attack to activate bursters and switches.

### WEB YANK



Turn opponents into squirming yo-yos with the Web Yank move. Push the Control Stick down while pressing top C to attach a line to an enemy, then use the Control Stick again to throw 'em.

### WEB SPIKES



Web Spikes double the power of your punch attacks for as long as the webbing lasts on your hands. Push the Control Stick to throw it while pressing top C to ensnare the patient boxing gloves.

### IMPACT WEBBING



The Impact Webbing move fires a damaging ball of densely packed webbing at enemies. Don't bruse your knuckles, though—just snap the Control Stick forward while pressing the top C Button.

### WEB DOME



The Web Dome is a handy little attack—it both protects you and hurts enemies—but it uses up a lot of web fluid. Hit top C while pushing the Control Stick to the right to create the dome. Then wait a few seconds for it to explode, clearing nearby enemies.

## COMIC COLLECTION

Classic comics are yours for the taking—if you can find where they're hidden in the game. The Gallery Mode lets you view the covers along with a synopsis of the original comic's story. You can also look at different characters you've encountered in the game.



### CHARACTER VIEWER



Some of the bonus content in Spider-Man Flash by game try quickly while you play the game, so you may want to check them out later using the Character Viewer. You'll be able to zoom in on them or zoom them in different directions.

### COMIC COLLECTION



It's your job now while to seek out the hidden comics in the game. After you find one, it will appear in the gallery of 32 covers that span the history of the character—from the wall crawler sidekick in Amazing Fantasy to his resurrection under the hand of artist Todd McFarlane.

### GAME COVERS



As a bonus, you can look at cool new covers that exist only in the game. You'll open up the original art after you reach the stages of the game depicted on the covers.

## COSTUMES

Peacocks may want to play the game only in Spider-Man's original suit, but most fans will want to try out different costumes, such as the Captain Universe suit or the Spider-Man 2099 suit. Some of the suits give you special attributes, like extra strength.



If you beat the game on Normal, you'll be able to wear the Synthetic suit. It provides extra webbing.



Finish the first level of Iron Man and unlock another. Then run to the game box mark for the Peter Parker suit.



If you score more than 10,000 points on Day One, winning, you'll be rewarded with the G.I. Joe suit.

## TRAINING

Training Mode allows you to improve specific skills by completing focused challenges. The Time Attack and Survival Modes let you hone your fighting skills. The Speed Training and Item Collection Modes teach you how to get around with webbing.



Survival Mode throws enemies after enemy at you until you expire. Compete to see how long you can last. Speed Training tests how long it takes you to swing to a rooftop target.



## MAP KEY

-  HENCHMAN
-  HOSTAGE
-  BANK THUG
-  POLICEMAN
-  SWAT COP
-  LIZARDMAN
-  COMIC BOOK
-  SWITCH



## THE BANK HEIST!

After a Spider-Man impostor commits a very public crime to discredit the superhero, the real web-slinger goes on patrol. A crisis in a downtown bank will force you to make a rooftop journey through throngs of thugs. Once you reach the bank, you'll discover that the criminals there are far from common thugs. Hostages' lives are in jeopardy, and a very large bomb could ruin your day if you aren't careful.

### GET TO THE BANK!



Black Cat is the best friend a Spider boy could have. If a straggling superhero will do please! Black Cat offers to you in the first level of the game. If you need to hear their again, touch the question mark.



Fight your way through some pockets of rooftop thugs to find the source of the crime. The pointer on your Spider-Goggles will direct you to the bank. Bear in mind that the compass just shows you the direction of your goal, not the exact route to get there.

## BANK APPROACH



The first Collector's Comic you'll find is atop the fabled First Nine-Four Building. Reed Richards must have been taking a coffee break up there when he was called away on important business.



The creeps with machine guns on top of the bank building are tougher than the pistol-packing tough guys you encountered on the way there. Use Web targeting to take them out from a distance.

## HOSTAGE SITUATION



You'll discover a delicate hostage situation unfolding inside the bank. Find the best route to the captive employee. It isn't always on the ground.



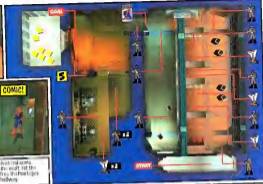
Journey through the sublot to a room with a robber and three crucial switches. Activate them so you can access the rest of the level.



Take care of the guards in the room with three hostages, then start looking for a hidden prize in the room. Go to the desk in the corner of the room then pick up the chair to reveal a comic.



## STOP THE BOMBS!



Some guards have locked themselves and some have guards in to make it so that the switch, hit the switch outside to open the door, find the bomb, then find the comic in the nearby hallway.



But if you can reach them, the bomb robots will have activated - big bomb where they connected the terminals with the terminals. If you haven't done so already, open the door to the vault. Carry the bomb down the door.

## RACE TO THE BOOLE



As soon as you get up the stairs at the bank, there will be some trouble. Go back down to the Edge Bugle. Reach the newspaper before the Scorpion is loaded up the J. Jonah Jameson icon. Look for the comic on the Edge of Reality Building after the start cause some of them.





## STING OF THE SCORPION!

The Scorpion has always blamed J. Jonah Jameson for the failed experiment that trapped him inside his cybernetic suit. The editor will have to face the ultimate deadline unless Spidey can stop the vengeful insectoid. Use your powerful leaping abilities to evade Scorpion's deadly nail while you fight him.



### SPIDEY VS. SCORPION!



### COMIC!



Entangle Scorpion with webbing to slow. It gives him a split-second chance to escape. It's often the only way to attack. Scorpion becomes a bit distracted by the camera editor. He'll refuse to attack you (and a blow, however). A comic will appear if you destroy all the furniture in the room.

### POLICE CHOPPER CHASE



You'll need to swing across levels again after dodging Scorpion, but you'll be harassed by armoured police helicopters when you do. Keep moving. If you hesitate, the choppers' guided missiles will either hit you or knock out platforms beneath you.



The last building on the level has a comic hidden inside a rooftop box. The only way to get it is to hit the police by standing on the box then diving out of the way once the helicopter fires a missile at you.

### MISSILE ATTACK



Develop a cadence as you duck into the police fire stations and snipe at you. They always fire missiles in the same pattern. Head your Spider Sense.



The missiles start coming faster as you near the top of the building. Hit the missiles from the side and follow your Spider Sense to reach the ledge.

## BUILDING TOP CHASE



The police have called in reinforcements to deal with their spider problem. As in the Police Chopper Chase, keep moving between buildings or you'll be overwhelmed. The chase is a double-edged sword, but they also provide some



comic! The Green Goblin has a comfortable-looking position in the air, but it's hard to find it, you'll be rewarded with a comic and Spidey armor. You'll appreciate the extra protection when you're exposed to the helicopter's machine gun fire.

## SCALE THE SIDERS



What with all the shooting, you may want to rough it up the building to end the level, but you should take the time to check the other side of the building before you start going. There's a comic on the ledge.



Don't travel in a straight line up the girders unless you have a Spidey Armor power-up or a Captain America suit. Keep moving to the top and you reach the crane on the roof. Jump that way to the hanging box to start a short crane that ends the level.

## POLICE EVADED



You've got one more round of running and swinging left below the police will leave you alone. A building with two skylights is a place of interest along the way.



Break through a skylight then drop down to a room containing two S.W.A.T. officers. Defeat them then break one of the smoked glass windows to reach a comic.

## RHINO'S RAMPAGE!



Things are falling apart for Peter Parker. The police think he's a criminal, and Venom has kidnapped his wife. As if he didn't have enough on his plate, Black Cat has informed him that Rhino is on the loose, and Spider-Man must tag along when the crime superhero sets off to stop the brawny boog. The Rhino is among the most powerful of Spidey's foes, but he's also one of the dumbest. Play madman to help him defeat himself.



### SPIDEY VS. RHINO!



The Rhino's tough hide makes it hard to attack directly, but you can use your amazing spider-sense to detect his weak spots by keeping out of the way at the last second. The electrical generators make nice targets, but you should avoid the Rhino's attacks as long as you can. When they're all gone, you'll get a comic.



## ENTER VENOM

Venom is actually two enemies in one. Eddie Brock was just a reporter until he got his hands on the Symbiote costume that once belonged to Peter Parker. The costume is actually a powerful alien organism that lends its wearer all of Spider-Man's abilities. In exchange for his powers, Brock has to share his consciousness with the alien. Venom isn't necessarily evil, but he has a tendency to cause problems for the web-head. It's definitely a problem that he's kidnapped Spidey's wife and is threatening to drown her.



### CATCH VENOM!



Venom's quick and elusive. You shouldn't necessarily follow his exact route. Try to find shortcuts to keep up with him.



There are two comics to pick up on the Catch Venom level, and you won't have much time to look for them. The first one is next to a Spidey Armor power-up among the girders, and the second is on a rooftop ledge.

### SPIDEY VS. VENOM!



Before you get down to business fighting Venom, pick up the car that you'll use to reveal a comic. The first battle against Venom is a simple matter of keeping your distance from him while firing Impact Webbing. If he gets too close, he'll grab you in webbing that tosses you down like a rag doll.



## SEWER ENTRANCE



Enter the sewer crawls, then backtrack to the entrance hallway to discover a comic. The Lizardmen that patrol the sewer are stronger than the Lizard boss you've faced, so you should attack quickly to prevent them from killing you.



The first small cavern is fully easy to access if you time your swings correctly. If you miss a jump, you'll fall into the sink drains, so you must aim at the level. Get past four Lizardmen the next hallway to finish the level.

## SEWER CAVERN



The first section of the Sewer Cavern level is similar to the previous level. Swinging to the second level means you'll go that far over it so you'll be impossible to swing to the various pipes that lead to the exit.



Make a side trip to the ring behind the second waterfall to find a comic and some power-ups. The Sticky Armor power-up will be helpful in the next level, which you'll face every twice of a comic.



Use Web Tarping to drive between the vertical pipes near the level exit. Use the web cone as an anchor point so you won't get disoriented. The power-up, when used, gives us you power to the exit.



**SUBWAY**

A moving subway train will take you deep into the heart of Tumbler's lair, but the ride won't be very pleasant. You'll have to ride on top of the train, and your fellow travelers—Lizardmen—won't be inclined to stop you. Stay near the side of the cars so you can pick up the fish and-wildlife power-ups as they pass by.

**SEWER PLANT****COMIC!**

Make a short detour after the start of the Sewer Plant level to find a comic. It's in a dead-end hallway, next to bushes and wooden crates. The level is filled with enemies, so you'll need the power up.



Activate a series of switches to lower the water levels and open doors. The final switch in the level opens a tricky position. Take care not to fall into the hole beneath it.

**HIDDEN SWITCHES****COMIC!**

The exit from the main room on the Hidden Switches level is somewhat small. To reach it, find the one accessible switch in the room then activate it to open another switch. Continue the process until you've lit all four switches to lower the water. After you lit the fourth switch, return to the third for a comic.

**TUNNEL CRAWL****COMIC!**

Track your progress through the tunnel as you avoid the rising water. Swing across the next room to a switch that will lower the water level. Another switch in a large hole opens the way to the exit and makes a comic appear behind a grate below.

## VENOM'S PUZZLE



You'll need to use remote switches in a separate room to open four doors that Venom will hide behind. The switches will affect certain doors—either opening or closing them. Hit them in the correct sequence to open all four doors. If you're confused, you can open the path by hitting just two switches.

## THE LIZARD'S MAZE



It turns out Venom's hideout actually belongs to the Lizard. Crawl in the sewer ceiling to reach the reptile in his cage. He'll give you directions to his old hideout, where Venom is holding Mary Jane. After you talk to him, a comic will appear.



If you follow the Lizard's instructions to the letter, you'll be able to finish the level and progress to your final confrontation with Wilson. Be sure to take a right at the middle tunnel near the end of the sewer. There's also a Spidey Armor power-up hidden in the sewer.



## SPIDEY VS. VENOM AGAIN!



Don't bother closing Venom's wound the usual way. Stay in the combat area where you can see the four switches then pull the villain's legs to make the water level, quickly lower it by hitting the switches with webbing. Don't worry about your own health. Concentrate on saving MJ.

## WATCH OUT, WEBHEADS!

You're little more than halfway through your adventure, true believers. Spidey will have to face an even tougher batch of supervillains before he can relax and hang out. A mysterious organization, a slew of Symbiotes, a powerful psycho and a mad scientist with multiple limbs will all get a crack at you before the game is over and done. It's a tangled web of treachery, but your spider skills will see you through.





# AIDYN CHRONICLES THE FIRST MAGE™

COME, MY CHILDREN.  
GATHER YOURSELVES  
AROUND THE TREMBLING FIRE  
AND HARKEN TO A STORY OF VALOR AND TREACHERY  
FROM THE WISE OLD ONES AT THQ AND H2O. HEED  
THESE WORDS WELL, FOR IN THEM LIES THE TRUE  
TELLING OF ALARON, SAVIOR OF THE LAND OF AIDYN.

## AN ADVENTURE BEYOND IMAGINING

**A**h, well and well. You have  
arrived. But the fire burns low,  
and my time here fades like its  
embers. Come closer! My eyes see old,  
and my voice turns weak with age.  
Closer still...

Long it has been since this story was  
first told—the story of a boy who  
became a man through hardship and  
loss. His name was Alaron, and his  
deeds are legend throughout time. And  
only now, as harsh winter grips the land  
in her talons, do we have a chance to dis-  
cover young Alaron, to live his quest  
exactly as he lived it and to experience  
the magical and vast world of Aidyn  
through his very own eyes.

Where is this Aidyn, you ask? And who  
was Alaron? Soft, my young listener,

I will answer true all of your  
questions, but know that in my answers  
lie deeper truths, but only for those who  
have ears to listen. For I speak not just  
of a single man or a lone tale, but of a  
book of stories so vast that it has long  
been known in learned circles as the  
*Aidyn Chronicles*.



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Entertainment Corporation.  
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sidiary of THQ Entertainment  
Corporation. All  
rights reserved.

## THE FELLOWSHIP OF ALARON

**W**here shall my tale take hold? To gain knowledge, you must first learn of the boy Alaron and his companions, for in their story reside the gossamer strands of legend.

The boy Alaron had his childhood snatched away by vile goblins when he was but a baby. During his naming ceremony, a horde of the foul beasts appeared and overrun the town, slaughtering all who were within its walls. When the king's forces arrived, they

found that only young Alaron had survived. He was taken in by the good King Lloyd, who raised him as a true son.

Now, as you know, a traveler's path in life is set by his name, since within the name is bound one's magical power. Since his naming ceremony was disrupted, however, Alaron's name was never bound to him. Therefore he was not tied to one school, but instead could cast magic from all schools and arts, which gave him the potential for almost unlimited power. Many, however, were aware of that potential, and not all were from the forces of light and good.



The game begins with Alaron as your guide. As you move through the world, you'll encounter over 120 different player characters who might be convinced to join your quest.



Choosing party members is very important. With many different classes—including Fighters, Wizards, Thieves, Truobadors and Alchemists—you must strive to find the perfect balance.



Each character has a different personality and will react to you accordingly. You can also give the game again and again with different party members and have unique adventures each time.

### Your Friends and Allies

I would not be speaking to you of the tale, had not Alaron the blessing of wise and trusted friends. As he set out on his quest, he was able to select from the finest fighters and scholars in the kingdom. Thusly, his party was composed of names so heroic that they rest even today upon the lips of all who have breath to utter them. Sir Abreosa, the King's knight, was a fighter bold and brave as the mountains themselves. Many a ballad has been written of Sir Abreosa—perhaps you even sang a few yourself. Godric the alchemist was a man whose nervous and confused nature was second only to his mastery of herbs and magical lore. Rheda the wizard was the youngest of the magical masters. And finally, Brenna, the clever and headstrong thief was Alaron's closest companion and friend.

Oh, there were more who posed with Alaron—different classes and races, with increasing powers of magic and combat. But to list them all would take many days, my child, and already my time grows short.



## LET SLIP THE DOGS OF WAR

**S**o you are tired of this old man's ramblings, eh? It is a tale of battle you seek, fierce combat where swords clash and spells fly. Ah, the impatience of youth. Very well, I shall impart to you the basics and strategies used by Alaron and his band of heroes.

### THE TERRIBLE BEASTS

As Alaron proceeded on his quest, he met many a monster that seemed born straight from the fiery depths of man's darkest imagination—goblins and ogres, skeletons and zombies. Hideous, giant animals roamed the land in that day—these are even sketches of rats as long as saucers. And as Alaron progressed on his journey and gained in strength, the beasts became more horrific. Chaos Monsters arose and roamed the land—the unspeakable abominations were frighteningly powerful and a seemingly random combination of eyes, limbs and tongues. Many a brave knight barely returned from an encounter with the

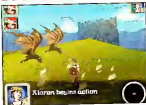
creatures, their mind forever shattered, their hair as white as new fallen snow.

### TO BATTLE! TO BATTLE!

Fighting these unreasonables took courage and skill. Warriors entered combat with the roar of battle in their ears, swinging their great weapons in arcs of destruction. And oh, what weapons they had! Axes and swords, staves and henchets! Daggers, whips and the ranged power of the longbow. The variety of weaponry was unlike any ever seen before or since. Some of the tools of war were even blessed with magical powers, transforming the who wielded it from a lowly peasant to a great warrior.

Armor, too, was in great demand, and magical items were always welcome. Such things could be switched between members of a party or exchanged for gold at local shops.

The battles themselves were harsh affairs. Enemies used skill and brains as well as brawn. Alaron was given complete freedom of movement while on the battlefield, but this was a curse as well as a blessing—for it forced the rash young knight to plan his attacks with care. It was indeed a change from days of yore, when brave knights and foul villains stood in a single line, patiently waiting to attack.



Since you can see enemies approach on the overland map, you'll often have the option to engage in battle or to attempt to sneak by unnoticed!



Not only does the enemy AI single out your party leader for attack, large groups of enemies will actually surround a fighter who gets too far from the rest of the party.



You can take advantage of the landscape while you fight. Taking the high ground in the middle of a fight can be well worth the effort. All combat is turn-based.



Strategy is important in battle. If you have a weak fighter, use an Alaron, to the front, your enemies will look him out and poison or hit.



## MAGIC, ALCHEMY AND THE STUDY OF THE ART

**M**y time here is almost done, and I have only a moment remaining in which to speak of Aedyn's magic.

In that far-off day, magic was divided into four schools: Elemental magic, which harnessed the power of earth and

sky; Star magic, which used the powerful forces of the sun and planets; Naming magic, which called upon the power inherent in one's own name; and finally Necromancy, the dark magic. That branch of the art was considered too dangerous for study, though there were rogue wizards who tried to learn its ways regardless, in the hopes of seizing unbridled power.

Most sorcerers were limited to a single school, but Aloron's lack of a true name gave him the power to use many different spells. Perhaps you can see now why he was so exceptional.



You'll need to collect certain items, such as Forest Herbs and Desert Spices, before most spells will work.



You'll learn spells by reading scrolls or training with a sorcerer. There are also rumored to be other ways of learning magic—click ways

### SPELL CASTING

Spells launched in battle can strike fear in the hearts of a foe and turn the tide in an instant. Aloron and his band learned dozens upon dozens of spells in their travels. Such powerful spells included Dragon Flames, Restoration, Conjuring Fog and the dreaded Wall of Bones.

And let us not merely brush aside Summoning, the most powerful magic of all. The results of such magic were oftentimes amazing beyond all descrip-


tion. We have heard of Summoners who could call up wolves and elemental monsters for use on the battlefield, and even of wizards so powerful that they could raise and control the dead. I shudder still to think of it.

Learn well from Aloron! When you set out for adventure, take with you at least one who knows the worth of magic. Also, it is to your own peril that you ignore my words, young one. And now, I bid thee a fond farewell.

## THE JOURNEY BEGINS

**L**ong have the people of our land craved out for an epic RPG, one that would stretch a Nintendo 64 to its very limits with graphical wonders and deep story lines. And we are, without a doubt, thrilled to report that Aedyn Chronicles: The First Mage, is a tremendous success on all fronts. The plot is intense and unusually well-written, there are hundreds of characters to meet and speak with and, best of all, the world of Aedyn is simply massive—giving you total freedom to explore wherever you want. The battle system is unique and challenging, and the enemy AI is one of the clearest we've ever

encountered. There are many hours of fun and engrossing game play crammed into this Pak, and though gamers had to sit patiently through a number of delays, the final results will make all the waiting worth it. Everyone knows that role-playing fans are among the most voracious in the gaming world, and NS4 RPG fans are finally having a game that does justice to the genre. If you enjoy combat, magical

spells, or just a well-designed game with an intricate and creative story, you definitely will not be disappointed. 







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# BANJO-TOOIE™



Last month, we helped you through four worlds of Rare's powerhouse platformer. This month, we'll take you to Gruntz's front door.

## BEAR DOWN

The trip through Jelly Roger's Lagoon was a day at the beach compared to the challenges you'll face in the last four worlds. There are plenty of new moves to learn and tough enemies to defeat.



When Torpedo the boomer in Pine Grove's pond to access the Diggle Tunnel. At last a short battle with Kruggs, you can continue on to the Whistled and the Terry's Torment entrance.

## TERRYDACTYLAND

8-Th Earth world is a Jurassic lost land filled with cavemen and deadly dinosaurs. After you visit Wumba's Wigwag, you'll be able to infiltrate the local scene as a Baby T-Rex or rise a ruckus as a thunderous Daddy T-Rex. The first order of business, however, is mountain climbing. Instead of rope, try using the Springy Step Shoes.



**MAP KEY**

- Dinobird Pigeon
- Eggy Honeycomb
- Gumbo
- Wumba Wigwag
- Jawzaw
- Eggy
- Kejo
- Morbis Alimb
- Natus x8
- Tribble Chief x40
- Warp Pond

### Terry's Torment



Terry will attack you two ways. First, he'll fire deadly spit needs at you from above, then he'll release manically to attack you. Five Greenie Eggs at last so he flies above you between attacks.

### Bad Nostkeeping



A bored Jiggie is tucked away under a loose patch in Terry's nest. After you've finished fighting him, Bill Drill the patch to reveal his secret stash, then leave the nest the way you came in.

### Gut Shot



The Chompepusus will eat anything that moves, and that's why it has a stomach ache. Drop your inside to the belly, hold down the Z Button to activate the Sling Ullens for a Jiggy.

### Achilles' Bottom



Track down the two members of the Armored Rockouts like their head there with Clockwork Karate Eggs. Each Rockout will swim in a weak spot to let a projectile pass through.

### A Roaring Good Time



After you transform into a Baby T-Rex, go through the sliding T-Rex door behind Wumba's Wigwam. Read the sign inside for a code. Run out in front of a caged Jiggy on the mountainside.

### Catering for Cavemen



The Stone Douglas have not had enough to feed or heat their cavemen. Save them from extinction with five eggs and take-out junk food from Wiltshireland.

### Terry's Tots



Put Krocus's newly hatched hatchlings to good use by opening up four of Terry's tokens. All but one of the hatchlings will fly back to the nest. The obese baby can retain the Toot Pick.

### Foot Massage



Rango and Krocus must cross the Steeping Plains together and separately to activate those switches. To win the Jiggy, use the Wandering to protect the pair from the big foot.

### Dinosaur



A Styx appears more than three at-risk kids. Haul the runaway back by train and fix the woo too with Mumble. Use Clarity to take the sick one to the CHIT Top so Mumbo can heal her.

### Heavy Rain



Defy the dinosaur as promised, but he won't make the short trip to a nearby pond. Fill up his gun with water fish by plunging a peal in Cloud CuckooLand.

### Adjustable T-Rex



Wumba can transform into a Baby T-Rex to enter small doors or a Dobby T-Rex to scare people and destroy switches.

### Wigwam Widening



Mindfully potent music can widen the hole in Wumba's house to access to a Dobby T-Rex.

## SERGEANT JAMJAPS



Springy Step Slows temporarily allow you to leap high into the air when you press A. You're allowed one big jump each time you walk there.



You can carry large items and characters in your pack once you learn the Item Pack move. You'll have to Splat up before you can transport them to the next.



To perform Hush, position Krocus on top of an egg then press the Z Button to make her sit down. If you perform the move correctly, you'll hear a chime.



## TERRYDACTYLAND JINJOS



Use the Table. Terrydactyl moves to activate the Krocus Switch in a pond. A cage door will open, allowing you to free a Jiggy from its underwater prison.



Another Jiggy is locked bars near the entrance. Shoot the Gate Switch on a pillar there use the nearby Thrust Pad to reach the slave in the cliff face.



One of the imprisoned Jiggys is accessible only by using a Clockwork Karate Egg. Steer the red bomb into a tunnel with a spring on a cliff face.



It will take a lot of weight to pound the switch near Wumba's Wigwam. Transform into a Dobby T-Rex to open a Jiggy's gate then reattach to reach the Jiggy.



Krocus must cross the Steeping Plains so she can stamp a switch herself to free a Jiggy. Toss your run from footprint to prevent so you don't get squashed.

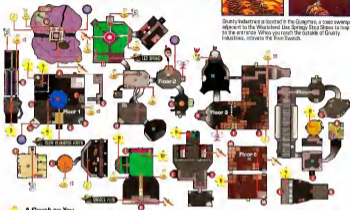


# GRUNTY INDUSTRIES

Grunty's filthy factory is weak on sanitation and safety but strong on security and surveillance. You can access the multilevel interior by taking Chuffy from a previously opened mansion. Once you're inside, open the front door using Barjo and Kaxxor Pads. You can also activate outdoor Flying Pads from inside the building.



Grunty Industries is located in the Guigmine, a toxic swampy adjacent to the Whistland. Use Sprayy Step Shoes to leap to the entrance. When you reach the outside of Grunty Industries, activate the Iron Switch.



## A Crush on You



The Tash Compactor on the first floor will flatten you into a beer can before you can reach a Jiggly Isolation Room. Use the Shocko Pad to recharge Honeybombs between squashes.

## Twinkly Trips



You'll find a pair of Turbo Trainers in the packing Department to help you sort different-colored Twinkies. During the lightning their color-coded bins to correspond to.

## Torch Trial



Fire Grenade Eggs into Welter's mouth to damage the near-lighted welding torch. After you defuse the metal capacitor you'll be able to reach the Jiggly above the giant fan.

## Clean Living



Wash the Welter transformation of two multiple floors. You can clean filthy corridors in a jiffy, access elevators and fire underwater at various.

## Giving Your Pulver



Manhole Electro magnets also can be used by the wires of effusing machinery temporarily, allowing safe passage to new areas of the building.

## Toxic Targets



Use Grenade Eggs to knock off toxic barrels as they pass by on the conveyor belt between toxic green barrels. After you see the Eggs, monitor the room as a Watcher.

## Grate Expectations



Fungible Climbers have shut down Gruntie Industries' ventilation system by all being themselves to walk on grates. Move the grate so they fall through the ceiling to eradicate them.

## Screwed Up



Use the Drill to shove to shove a plate on the fifth floor, jump through the hole, then Split Up downstairs, return to the fifth floor as Krocene to Log Spring to the Jigg.

## Filthy Bunnies



See Stovey workers need a deep soil wash for their dirty overalls to kick them down as a Watcher to earn a Jigg for your collection cleaning.

## Wander through Waste



After you've shut down the giant fan, you'll find a Jigg in the Waste Disposal Plant. Use the Shovel Pack to reach it.

## Tiptop Condition



Enter an exterior window as Krocene and take to eight floors above the first floor. Enter the Tiptop there to a gold reward.

## Skipping Back



Hop across the Containment Pond using the Skip Pack move. Have the water level with a switch so you can reach the Jigg.

## SERGEANT JAMJARS



### CLAW CLIMBER ROOTS

Claw Climber Roots will allow you to climb straight up walls wherever you are. Use it to reach a Jigg in the room. The roots will switch after a few seconds.



### SHOVEL PACK

If you value your health, you can coast down to inside your pack. Put it gracefully right at the end of your Runways.



### LOG SPRING

Fearful free of Roach, Krocene will be able to spring to great heights without using a Shovel Jump Pad. All you have to do is crack this jump.

## GRUNTIE INDUSTRIES JINJOS



Return to the Sergeant's control area as Jody Roger's Logene to trigger a Jigg. Use the Log Spring to reach the Jigg. Use the Log Spring to reach the Jigg.



A Jigg is trapped in an alcove high above a narrow pass and a pool of toxic waste. Split Up on top of the tank in the center of the room then use Krocene's Log Spring move.



Climb through a patch on an exterior stack using Airborne Egg. Having this on the side of the room, you'll find a Jigg. You'll find a Jigg on a platform near a window Jigg.



Split Up, then use Roach to keep his weight on a switch inside the hallway. A door will open on the fourth floor, allowing Krocene to Claw-Climber to the Jigg.



Search through the windows on top of the building to get inside the fifth floor storage area. Use the Skip Jump to reach a Jigg standing on top of a box.

# HAILFIRE PEAKS

Troubling winds blow hot and cold around the twin mountains of Hailfire Peaks, a schizoid setting that includes a Lava Side and an Ice Side. The heat is on when you enter the world. You'll need to deal with hellish lava and belligerent Fire Imps until you find safe passage to the frozen wasteland, where Bigfoot creatures and hostile icicles await you.



A Bomb and Kuzouki Switch in a Cliff Top ledge will activate the stone bridge to the Hailfire Peaks entrance. You'll find a Glowtoe on the roof of the entrance structure. Take it to Murrain Cliff Top skull when the time comes.



## Backtracking



Head back to the Stompaesus trials in Tennyard island once you have the Shrike Peak crown. Sango can enter a cave that leads to a Hailfire Peaks Jiggy.

## Losing to Win



The low score wins at the Colossium Kickball League, so reverse everything you learned in the Myson Kickball League. To play, return to Maysbert Temple to become a Story again.

## Switch and Swipe



Split Up near the world entrance then send Boaz up the chain in the Colosseum. Keep hitting switches and swapping with Kuzouki to free the imprisoned Jiggs in front of the building.

## Spherical Miracle



Transform into a Snowball to activate his switches and crush enemies. You can increase your armor by rolling through more and increase it by taking damage.

## Almost Toast



Only Mumbo's Revive spell can bring two allies and Sango the explorer back from the brink of death. You'll find his Mumbo Pad on a wing platform.

## Boiling Bridges



Head inside the Volcano for a series of switch stamps that raise two bridges and reveal a platform at the base. A Jiggy will appear on a platform at the top you raise the last bridge.

## Frozen Couch Potato



Boggy's TV obsession has transformed into a frozen blob, unable even to feed himself. Shack-Pack to the bottom of a boiling pool on the Lava Side to find him a Golden fish.

## Ice and Spicy Dragons



Like their respective environments, the dragon brothers are hot (or inside). Shoot Ice Eggs at Chili Mail and Fire Eggs at Chilly Willy. Jump to avoid their tongues.

## Wake Up Spell



Sabanian has been frozen in a block of ice since "Ski." It's a good thing he wore long underwear. Use Manito to Reverse him, then Shack-Pack him to his tent.

## Cosmic Kindercare



Three alien kids are a frozen jigsaw in the Ice Side. Smash the ice over into beds (use Ice Manito to reverse one of them). Glide to the third child. Use Ice Manito to warm it up.

## Black Gold Jiggy



You'll need to have full-sized Gearball to activate the switch on the Oil Machine. Roll around the Lava Side to the switch then Shack-Pack through a crack in the pipeline.

## Saliva Salvation



The Ice Sidelis Churly's final stop, but it won't be able to leave the Lava Side until you call its unique "Beak-Snag" (Sida's hump) to make him spit into the truck.

## SERGEANT JAMJORS



### SHACK-PACK

Boggy's backpack not only provides protection against hostile environments, it also allows you to break the walls over. An air-filled box, the Shack-Pack lets you squeeze into small spaces.



### GLIDE

Forget Flying Pads. When Kinnon is near the Glider, you'll be able to soar through the air for long distances. Every high note the air before you expires the time to make the most of your flight.

## HALFIRE PEAK'S JINGOS



The Jingo over Boggy's Quin Jig in the starting area is a new bonus. For bonus the local's says "Sole Up," then use Boggy's Shack-Pack to dive to the bottom.



Steep the Beloved Pillars Switch made the Goleman to create a path to the Jingo outside. You'll need to use either the Waddlewing or the Shack-Pack to get past the scolding wall of rail.



After you listen to her sob story, leap above. Milled Ice Cube then snail her with the Mail. The snow you'll find a perfectly good Jingo to rescue among the crystal shards.



After you find the Iceicles (some have the ending of the Iceicle Grotto), you'll be able to use a series of flag steps to cross the chasm. Glide from the top of the steps to reach the Jingo.



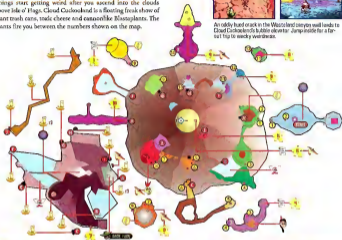
An ice wheel will keep it hot but the heaviest it carries away from a Jingo on the Ice Side. Build yourself into a big Snowball then use patrolling in the direction of the Jingo until you reach it.

# CLOUD CUCKOOLAND

Things start getting weird after you ascend into the clouds above Isle o' Flags. Cloud Cuckooland is a floating freak show of giant trash cans, mad cheese and canoodle plants. The plants fire you between the numbers shown on the map.



An oddly hard or soft in the West land canyon wall leads to Cloud Cuckooland's bubble elevator. Jump inside for a fun-but-trip to wacky westside.



## Gunning for Gold



The Pot o' Gold at the end of the rainbow is chock-full of Jiggly targets. Fire four types of eggs into the carnival potpourri to receive Pot o' Five Eggs, which then fire in a circular motion.



## Sanitation Motivation



Quills the bear can walk from his trash can if it doesn't get rid of an entire 1000 of multifaceted germs. Kazoo's Wing Whack move will supply some splash sanitation.



## Sham Shaman



One of the two Mumbo Skulls in Cloud Cuckooland houses a cyclonic (or pop!) Bubble Wings. Jump a heart-wrenching blast to stop hit the rotten robot with any attack.

## Tiny Wings of Victory



The large award tower in Mumbo zone turns you into a star for the price of an Glow-Up. Use it to avoid nasty flying privetings and a nearby Slinger attack.

## Moisture Magic



Mambo's Stone Discs are special objects that create an ether power that makes plants grow and mushrooms glow. If you've planted both beams, you'll avoid a nasty rainy season.

## Beat the Bird



Canary Mary is thriving in her new home. She's a bit tougher to defeat than she was back in Garter Gull's Miss Hog in the Clockwork Mouse than quickly tap the A Button.

## Eye Extermination



Gruntlob prized patches of eyelids. Jiggly-Pink's will have you in their sights when you take to the air. Splitter them with the Bee's Stingers to win their Jiggy.

## Wasp Wasting



Hit the wasp target on top of the mountain to enter Zada's Nest—the place to live if you're a flying insect. Shoot the colored wasps inside to win a Jiggy.

## Deluxe Combination



The Super Smash Deluxe is a good one with a bad effect. It can't remove its own combination. Use Clockwork Kerose Eggs to activate its combination switches.

## In the Belly of the Jelly



It's easy to get inside the Jelly Castle—use the Glass Peak—but it's tricky getting to its entrance. Blimp a win over the blue Mumbo Skull to reach the correct Blastplant.

## Cheese Chores



A solo Jingo will need to grab a boat of 10 to reach the Blastplant that propels to the Cheese Village. Ride the tentacles in your Sack Pack to reach the Jiggy.

## Need a Jiggy? Triathletelet



Mr. Fit will be waiting where you debut. From the bubble drive to the High Jump, Sack-Pack through the Sack-Pack, then sprint to the finish in Kerbo trainers.

## SERGEANT JINGARS



### SACK PACK

Jingars will be out of your—out vice—ways—then he searches you the Sack Pack. Your win—lose—backpack allows you to hop across any terrain, including liquids.

## CLOUD CUCKOOLAND JINGOS



You'll probably hear the Jingo calling for help in Guff's trash can while you're dealing with the jingos. After you win the Jingo, you can either climb across the room to it or jump off the nearby bottle.



A Shock Jump Fall below the Jingo into the Central Canyon is the quickest way to reach the hidden treasure. You also can leap from a high point in the caves then slide to the Jingo.



You won't know which Mumbo Skull contains the real Mumbo at the end. Jingo Jingo, but you can be sure that Mingo's skull really contains a Jingo. The real Mumbo Skull contains a Mingo.



Bumbo Wumbo has a secret visitor in the sticky streams of her wings. Touchdown into a Egg than buzz up to the rollers—re climb up on 5 wings and Kerose—so from the Jingo.



Take a second to free the Jingo inside the Cheese Wiggly before you venture down the hill to pick up a Jiggy. The creature will be waiting for you on a ledge at the end of your treacherous journey.

## FLORTUS FLORTIUM FACTS



The odd-looking eggs in Cloud Cuckooland can be hatched into rare Flortus Flortium creatures. If you put them in Ruffin's Ball Pack, you'll be able to travel through the air for short distances.



# MULTIPLAYER

Multiplayer Mode offers a variety of challenges, and the Beegull Blaster arenas are sure to be among the most popular offerings. Using a modified GoldenEye interface, the mode lets you egg on up to three opponents.

## TARGITZAN'S TEMPLE

The temple is a huge battleground with many excellent perches for sniping. The balcony above the Sacred Chambers is among the better ambush spots.



## ORDNANCE STORAGE

The ramps and dead ends in Ordnance Storage are perfect for a run-and-gun approach to Beegull Blasting. Stay close to walls to make yourself less of a target.



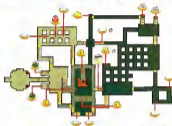
## CLINKERS' CAVERN

The tunnels and turns in Clinkers' Cavern add up to ample opportunities for sneak attacks. Position yourself on the far sides of blind corners to blast unsuspecting opponents.



## WITCH WORRIES NR

You have one more trap to make before Grassy is out of your fur for the time being. Cauldron Keep is next door to Grassy Industries in the Quagmire. Stay alert throughout your adventures,



because you have to take a rest at the end of the game. If you pass that challenge, you'll face the toughest foe of all: Grassy himself. She's packing more than a broom this time around. ☹



# WARRIORS

Might & Magic

# HEROES II

OF MIGHT AND MAGIC

Nintendo Power steps behind the scenes of a heralded fantasy series to explore how the worlds of Might & Magic have translated to Game Boy Color.

For years, the Might & Magic series from New World Computing and 3DO has brought a rich variety of fantasy gaming to many consoles. Its new titles—*Kings of Might & Magic II* and *Warriors of Might & Magic*—are ready to establish the dynasty on Game Boy Color. Known for complex stories and intricate game play, the Might & Magic series seems like a full order for GBC. But 3DO and the development teams at New World Computing, Classic and KnowWonder have crafted most of the magic of the big console versions into the pocket-sized portable games. *Heroes II* is arguably the most advanced strategy/resource management game for GBC, and *Warriors* takes the Might & Magic name into an action-packed world of adventure. Fantasy fans will have a lot to cheer when the two titles are released in January. Power turned to Ed Gwynn, the producer of both titles at 3DO, with questions about the process of bringing Might & Magic to Game Boy. It seems that inside a pound of might and a pinch of magic is every bit the task.



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SHIMANO

SHIMANO

SHIMANO

# classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST COOBS, TRICKS, CHEATS AND PASSWORDS

Hey there all you crafty *pyyykk* jockeys! It's a new year, and that means change is in the air. Classified Information has always been your number one source for codes, and 2004 represents a new era for us. In addition to our usual assortment of tricks, you can now find passwords, game quirks, and the how-to for unlocking in-game cheats—as well as our new friend, the Code Cop. He'll reveal codes that aren't, or warn you about cheats that might damage your game. Read on for more!

## PERFECT DARK

### PERFECT COMBAT



JusticeSims everywhere, take note: The following cheat is lower than a snake's belly in a wheel run.

Now that we've warned you, how would you like the ability to breeze through every challenge in the Combat Simulator without breaching a sweat? We know, we know, it sounds like a crazy pipe dream, right? Well, read on. All you need to make the cheat work are two Controllers, a memory slot to save your game and a low sense of fair play. Go to Advanced Setup with the first Controller and build a scenario with nothing but MeatSims. Save it, then go to the Load Settings screen—but don't load anything. Have player two select the challenge you're having trouble with and press Start until it says "ready and waiting." Then use Controller one to load the scenario you just built—you'll be good to go! It will work with all challenges, but you'll need to match the combat setting depending on the challenge, such as Hold the Briefcase or King of the Hill. You can use the method to alter numerous challenge parameters, or even reduce a challenge's time limit to a minute! Hey, don't blame us. We told you it was legit.



Justice Dark is very advanced of you.

### PERFECT AIM



If you manage to earn all gold medals at the Carrington Institute firing range, Dr. C will grant you access to the guns from Golden Eye 007—the ones in the unbreakable glass cases on the firing range wall. We'll admit, however, that scoring all golds can be downright difficult, so make your life easier with an extra gun. In the firing range, select the Laptop Gun and press Start. Quickly use its secondary feature, the Sentry Gun, then about the mission as it begins to deploy. Quickly press Start again, select a different gun and begin a new challenge. If you do it correctly, the Sentry Gun will still deploy! It doesn't work as well with some of the weapons, but it's very useful where speed, and not aim, is a paramount consideration.



Edgingrims are always welcome at the Carrington Institute.

### PERFECT AMMO

Our secret agents have discovered one of Perfect Dark's prime secrets across the board: In the bottom of the stairs in the first level and crawl underneath the staircase. You'll discover a tiny box of pistol ammunition!



### WHAT'S THIS?

Even stranger than the tiny box of ammo is a grill in the ceiling of the Warehouse level of multiplayer. Head for the top floor, crawl inside the wall and look for a hole in the floor. If you look up, you'll see a grille with a question mark. What does it mean? Why is it there? We don't know, but if you discover a use for this mysterious grating, let us know!





### CLIMB MT. RUSHMORE



We told you last month that there were more Rush 2049 codes out there, and we at Classified Information never break our word! You'll need speedy fingers, patience and some time to practice to get the latest complex codes to function, but the results are spectacular. All the cars, an open paint shop, nuclear fog in pretty colors—what more could a Rush fan want? You must open the cheat menu before any codes will work, so we've reprinted that code below. Note that the code to open the cheat menu is entered while highlighting Options at the main menu, the others by highlighting that option in the cheat menu and quickly inputting the code.

### I LUV CHEATS

Nothing quite says Rush like a stripped-up car with rocket engine, a whole lot of fuel and brand-new cheats and game Funky-colored fog. If this is what the year 2049 has in store, then it's off to get some frozen in for us!



### CHEAT

### CODE

#### OPEN THE CHEAT MENU

HOLD **L** + **R** + **W** + **A** + **▶**, THEN TAP **Z**

#### HEAVY CAR (MASS)

HOLD **R** + **▼**, THEN **L** + **▲**, THEN **R** + **▲**, AND FINALLY **L** + **▶**

#### SUPER TIRES

PRESS **Z**, **Z**, **Z**, **ME**, **R**, **▲**, **▲**, **▲**, **▲**, **▲**

### ▼ CLEAR AS A BELL

For a nifty code that turns the track invisible, quickly press right C twice, then hold, R and left C. Release and press left C twice, then hold, R and right C. Hey, it's like the carpool lane!



### ▼ COLOR ME HAPPY

To open up the Battle Paint Shop, quickly press A, Z, Z, bottom C, bottom C, bottom C, left C, left C, left C, right C, top C, left C and bottom C. You'll be able to change your car's color while in Battle Mode.



### ▼ GOTTA DRIVE 'EM ALL

To open up all the cars in the garage, quickly press left C, left C, left C, top C, top C, top C, right C, right C, right C, bottom C, bottom C and bottom C, then hold L, R, top C, left C, bottom C and right C and tap the Z button.



### ▼ FOG HOGS

Multicolored fog has always been a staple of Rush games, and Rush 2049 doesn't disappoint. Hold top C and right C and press L. Release and then hold bottom C and left C and press R. Release and then press right C, left C, right C then left C.





## POKÉMON

Gotta catch 'em all!

CODE COP



Code Cop to Dispatch, we've got a possible 1090 in the Classified Section of Nintendo Power. Repeat, a possible 1090—that's a bad code, good buddy. Seems a young male, by the name of Troy Morton from Virginia Beach was informed by a friend that he could snag a Lugia in Pokéonon Red or Blue by simply standing in the place where you catch Mewtwo. We've checked out the rumor and are reporting that it is untrue. My partner and I stood around until our shifts had ended and the donut shop



closed, but there was nary a Lugia in sight—so don't waste your time, readers. Code Cop, over and out.

**HEY, YOU! DON'T WORRY!**  
I'm waiting. I'm still waiting. Where's that Lugia, anyway?



## CLUBBIN'



Link doesn't often grace the pages of Classified Info, but we're always happy when he pops up as a visit. This nifty trick gives you an unbreakable Deku Stick more powerful than the Kokiri Sword. To make it work, equip a Deku Stick and leap off a cliff. On your way down, swing the stick against an adjacent cliff wall so it breaks. The remaining piece will then become a handy club, which you can use over and over! Experiment with it for a bit, then go give a White Wolfos what for!



## GARRY A BIG STICK

Take care with your new-found club. If you switch zones, lose an axe or divide the water, it will disappear—and you'll have to leap off a cliff all over again.



# Over the Top

From the Lair of Lardil Collier

## SWEET MUSIC MAN



We just can't get enough of those rocker' Over the Top tunes. If you're like us, then you'll love the following codes. Name your character MUSIC\_ON to enter a music test screen, or DEL\_DATA to get rid of older saved games. Remember to make it all caps, and don't forget the underscore—that's the little dash in between words.

## TUNE IN TOMORROW

You'll have to reset the game when you're finished with the music test, which isn't what thing you're usually doing there—so be sure to save your save file if you had to fight for a leader in that Music On.



# QUAKE II

## QUAKING IN FEAR



So, you think you know all there is to know about Quake II? Do you consider yourself a master of all things silly and unpleasant? Well, we've tracked down a secret level, and it's a doozy. We're talking you, a single blaster, one lone rocket launcher, five Gladstones and a cool n40 to take them all out. If it sounds tough, it is. To access the chamber of horrors, go to the password screen and type in the following FBBC VEBB FBBC VBP7. This will lead the level at the easy setting, and believe us, it's not that easy. If you know a code for the medium or hard setting, send it in! We'd love to check it out.



Good luck, friend! We'll cleanup this mess when you're done.

*The World Is Not Enough*  
**007**

**THE CHEATS ARE NOT ENOUGH**



Another change we'll be making as part of the Classified Info makeover is informing readers about how to unlock cheats that are built into the game. It's not necessary for a game like Perfect Dark, because PD tells you how to achieve it's cheats. But with EA's new Bond shooter, *The World Is Not Enough*, those cheats have been a mystery. Well, worry no longer. Just refer to the chart below to find out how to unlock multiplayer characters, levels and scenarios. Very nice, Mr. Bond. Now stop napping me with that watch!



Classic skins include 005 and Mayday

CHEAT	HOW TO GET IT
CONTEMPORARY SKINS	FINISH THE GAME ON AGENT SETTING
COVERT SKINS	FINISH CITY OF WALKWAYS 1 IN 3:45 OR LESS ON SECRET AGENT
CASTLE LEVEL	FINISH UNDERGROUND UPRISING IN 2:15 OR LESS ON AGENT
TEAM KING OF THE HILL MODE	FINISH KING'S RANSOM IN 2:20 OR LESS ON AGENT
BUSINESS SUIT SKINS	FINISH COURIER IN 3:05 OR LESS ON SECRET AGENT
SOLOIER SKINS	FINISH MIDNIGHT DEPARTURE IN 3:05 OR LESS ON AGENT

**CHEAT**

**HOW TO GET IT**

AIR RAID LEVEL	FINISH MASQUERADE IN 3:05 OR LESS ON AGENT
CIVILIAN SKINS	FINISH CITY OF WALKWAYS 1 IN 3:35 OR LESS ON AGENT
CLASSIC SKINS	FINISH GAME ON SECRET AGENT
SECURITY SKINS	FINISH KING'S RANSOM IN 3:45 OR LESS ON SECRET AGENT
SCIENTIST SKINS	FINISH MASQUERADE IN 4:20 OR LESS ON 00 AGENT
CAPTURE THE BRIEFCASE MODE	FINISH TURNCOAT IN 3:20 ON SECRET AGENT
SKY RAIL LEVEL	COMPLETE COLO RECEPTION IN 3:15 OR LESS ON SECRET AGENT
GOLDEN GUN MODE	FINISH THE GAME ON 00 AGENT
WILDFIRE MODE	COMPLETE CITY OF WALKWAYS 2 IN 3:00 OR LESS ON AGENT





# THE LEGEND OF ZELDA<sup>®</sup>

## MAJORA'S MASK™



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## HAPPY MASK HUNTING

Even if you've saved the world from the falling moon, the townspeople in *The Legend of Zelda: Majora's Mask* may still be leading troubled lives. Only after you've solved all of their personal

problems will you earn all 20 collectible Happy Masks. With a full collection, you can earn the fourth and final transformation mask, and with this month's guide to disguises, you'll unmask to mystery.

### GREAT FAIRY MASK



**WHO:** The Great Fairy

**WHERE:** North Clock Town

The first time you return Clock Town's Stray Fairy to the Fairy Fountain, the Great Fairy will grant you Magic Power. If you repeat the good deed when you have the Deku Mask, the supreme spirit will reward you with the Great Fairy Mask.



During the day, Clock Town's Stray Fairy will be at the Laundry Pool. After sundown, the remaining people will spend the night hibernating in Lost Clock Town.



Once you've located the Stray Fairy and hibernated your car, return to the site in North Clock Town to receive the Great Fairy Mask as your reward.



Wear the Great Fairy Mask and you can talk to the Great Fairy. If they're not sleeping, the ladies will fly to you when you're disguised as one of them.

### BREMEN MASK



**WHO:** Guro-Guro

**WHERE:** Laundry Pool in Clock Town

**ACTION:** Press B to speak

Only three of the 20 Happy Masks will give you special abilities that you can access with the B Button. The Bremen Mask is the first one that you can add to your collection. To find it, head to the Laundry Pool when night falls on Clock Town.



Guro-guro Guro-Guro spends his nights cracking out tunes at the Laundry Pool on Days 1 and 2. Land an ear to his ear and you'll learn the story about his mask.



As long as you're not in Deku Scrub form, Guro-Guro will let us up to awhim-ing his former boss's mask and give it to you to deliver his consolation.



Originally owned by a dog that had eaten animals, the mask will give you its power to infuse your own tunes. Press B to lead them in a march.

## BUNNY HOOD



**WHO:** Greg  
**WHERE:** Cocco Shack at  
Tortoise Beach

On Day 3, the boulder that blocks the road to Ronsazi Ranch will be dust (you can turn it to rubble yourself if you're a Geron carrier in powder leg mode). Hop down the trail to reach the Cocco Shack where the Bunny Hood owner lives.



When you leave the Broom Mask, visit Greg at the Cocco Shack if you can't remember where to find it. He'll give you his Bunny Hood.



Parade around in the Broom Mask, and the chicks will follow you. As you feed 1000+ chicks, Greg's five, feathered friends will return to you.



When you're hopped up on Bunny Mask power, you'll have the speed of a pecklight. Wear the Hoppy even better for extra speed.

## KAMARO'S MASK



**WHO:** Kamaro  
**WHERE:** North Tumble Field  
**ACTION:** Press B to dance

Geron's troupe of performers is in town for the Carnival of Time, and the Ross Sisters are the group's dancers. They're struggling to choreograph their performance, and Kamaro's Mask will help them get into the groove.



On any evening between midnight and 9:00 a.m., jump to Tortoise Palace with your shield rock to meet Kamaro, the spirited ghost dancer.



If you play the Song of Healing, the troubled spirit will give you his mask and be 100% able to rest in peace knowing that you passed his rocks.



The Ross Sisters release a Whist Clock twice on Days 1 and 2 between 4:00 p.m. and 5:00 p.m. Use Kamaro's Mask to reach them a nice distance.

## BLAST MASK



**WHO:** Old lady from the Bomb Shop  
**WHERE:** North Clock Town, Day 1  
**ACTION:** Press B to detonate

At half past midnight on Day 1, Sakon will attempt to mug the old lady from the Bomb Shop as she crosses through North Clock Town. Stop the thief by hitting him with your sword. If you find him off, you'll receive the Blast Mask.



If you manage to beat Sakon's robbery attempt at 12:30 a.m., the old lady from the Bomb Shop will reward your heroism with the explosive Blast Mask.



Even if you don't have a supply of bombs handy, you can use the Blast Mask to blow things up. The trade-off is that your heart will burn you slightly.



If a bomb can't blow it up, so can the Blast Mask. Stand next to your target (such as a boulder blocking a gruta entrance), then tap B to make it go boom.

## DON GERO'S MASK



**WHO:** Hungry Geron  
**WHERE:** Mountain Village

When you don Don Gero's Mask, the five frogs in the game (check Woodfall Temple, Great Bay Temple, the Mountain Village pond, the Laundry Pool and the river to Deku Palace) will speak to you and gather into a croaking choir.



The starving Geron strand atop the ledge in the Mountain Village will give you Don Gero's Mask if you satisfy his hunger with some rock or log.



To find the first, play the lullaby to the Bacon baby. Once he's asleep, the torches in his room will be asleep. Use the flame to light the torches in the room.



Once you've lit all of the shrine's braziers, the chef-de-fray will begin to span. As Donker, return to the chef-de-fray until you break the pot containing the serkon.



When spring has thawed out the Mountain Village pond, you'll be able to get to all of the frogs there by allowing them Geron's Mask.



## MASK OF TRUTH



**WHO:** Curse of Skulltale Man

**WHERE:** Swampy Spider House

The all-seeing eye of the Mask of Truth will give you the power to communicate with Gossip Stones and animals. To earn the mask, head to the Swampy Spider House and go on a bug raid to free its owner from his eight-legged fate.



The Swampy Spider House's owner has been turned into a spider. By exterminating all 30 of the Skulltulas that infest his house, you'll lift the curse and win his mask.



Both the Mask of Truth and Gossip Stones have a single eye. If you wear the cyclops-like mask, you'll be able to receive clues from the one-eyed rocks.



The Mask of Truth will also allow you to read dogs' minds. By using your canine companion's sniff skills at Manabu Van's track, you can pick a winner.

## MASK OF SCENTS



**WHO:** Doko Setler

**WHERE:** Doko Cave

After you've rescued the Delu Princess, her grateful brother will offer you a reward in the Doko Cave outside the west wall of the Delu Palace entrance. Inside, you'll see for the Mask of Scents, a game that lets you "see" what you smell.



Once you've returned the Delu Princess to the Royal Chamber, her brother will offer you a reward. Visit him in the Doko Cave to earn your prize.



Always up for a challenge, the brother will now you for the Mask of Scents. If you can keep up with him and reach the finish, the mask will be yours.



From behind the snout of the dog-based mask, you'll be able to sniff out mushrooms. If you bring them to Koriko, she'll brew you up a magical healing potion.

## ROMANI'S MASK



**WHO:** Crona

**WHERE:** Terrence Field, Day 2

If you managed to save Romani Ranch from the alien raid at 2:30 a.m. on Day 1, you'll be able to hitch a ride with Crona at 6:00 p.m. on Day 2. Stop the bandits that try to rob Crona's coach to earn Romani's Mask from her.



Bandits will try to ambush you when Crona drives her milk delivery into town. If you wear the Circus Leader's Mask, the bandits will follow (but not attack).



During your bandit ride on Day 2, you must keep the pursuing bandits at bay by bringing them down. You'll have an unlimited supply of ammo, so fire at will.



If you can save most of Crona's milk cargo from the bandits, she'll give you Romani's Mask. Wear it to gain entrance into Clock Town's exclusive Milk Bar.

## GARO'S MASK



**WHO:** The Gorman Brothers

**WHERE:** Gorman Raceback

Jealous of Crona's thriving milk business, the Gorman Brothers disguise themselves as Garo ninjas and raid her shipments. On any day before 6:00 p.m., you can race them at their track on Milk Road to win one of their ninjas.



Talk to the Gorman Brothers while mounted on Crona. The surviving siblings will challenge you to a race and reward you with the Garo's Mask if you win.



It takes hours of busy work to build Crona. Only when you're established in the Garo's Mask will the red-eyed garden kit, you can try to carry to the east.



The Garo spirit's milky milk will melt when it's wet. If you're wearing their mask, it'll give you a link reward if you travel.

## CIRCUS LEADER'S MASK



**WHO:** Gorman

**WHERE:** Milk Bar

Uffie has two brothers, Gorman is trying to run a legitimate business. Leading a circus troupe isn't an easy racket, and Gorman has become quite sad. His mask is suitably tear-eyed, and it'll even soften the hearts of his scheming siblings.



Wear Romani's Mask to enter the Milk Bar on Day 1 or 2 after 10:00 p.m. To start Gorman's link quest, and he'll help you earn the Circus Leader's Mask.



Gorman is fond of the song "Belial" (the Winfish "H" you follow "back to back" here, you'll play the tune. When Gorman overhears it, he'll give you his mask.



## STONE MASK



**WHO:** Shiro

**WHERE:** Road to Ikoma

Use the Lens of Truth to spot overlooked and ignored Shiro. If you heal him with Red or Blue Potion, Shiro will give you the Stone Mask. In the getup, you'll go as unnoticed as Shiro since the mask cloaks you in camouflage.

## CAPTAIN'S HAT



**WHO:** Captain Kriete

**WHERE:** Ikoma Graveyard

To win Captain Kriete's hat, rattle the giant skeleton bones by playing the Sonata of Awakening to him as he rests atop in the Ikoma Graveyard. As he flexes, defeat his guards to extinguish the walls of flame so you can keep up with him.

## GIBDO'S MASK



**WHO:** Parula's father

**WHERE:** Ikoma Canyon's Maze Box House

The father of Parula—the little girl who lives in the Maze Box House—you mutated into a mummy by the Gibdos. To reverse the effects of his mummification and turn his bandaged face into a mask, play the Song of Healing to him.

## KAFFI'S MASK



**WHO:** Madame Aroma

**WHERE:** Browbeats' location in the Mayor's Residence

Kaffi, the son of Mayor Doctor and Madame Aroma, has vanished days before his wedding to Anja, the innkeeper at the Stock Pot Inn. To inquire about his whereabouts, wear Kaffi's Mask while interrogating the townspeople.

## ALL-NIGHT MASK



**WHO:** Mia from the Curiosity Shop

**WHERE:** Curiosity Shop, Day 3

The All-Night Mask will prevent you from sleeping through the Stock Pot Inn grandmother's long-winded stories. If you can stay awake, she'll reward you with two Pieces of Heart, making the mask well worth its 500-Rupee price tag.



Focus the Lens of Truth on the circle at stations at the junction between the Stone Graveyard and Ikoma Canyon. The camera will center, Shiro, and activate it.



Many creatures won't see you when you're wearing the Stone Mask. Use it to guide permanent enemies like the final Bombchu.



Characters like Sakon the thief and Great Guy's prince will be oblivious of you when you're wearing the mask. Don't it to sneak past them.



After waking up Kriete with the Sonata of Awakening, stay close on his heels and battle his soldiers. Defeat Kriete to reach the chest that contains his hat.



The Skeletons will think you're their commander when you're wearing the Captain's Hat. If you talk to the ones in the graveyard, they'll dig up a grave.



While missteering as Captain Kriete in the Graveyard Spider House, talk to the Skeletons to learn how to enter the building's trapdoor.



Place a bomb at the doorway of the Maze Box House, then hide when Parula exits. Slip into her heels, then play the Song of Healing to her father.



Lurking beneath Ikoma will see bandaged bodies called Gibdos. Unless you're wearing the Gibdo's Mask, they'll frighten you and freeze you in your tracks.



Most of Ikoma's monsters won't attack you if you look like them. Some—like the evil Red-Gold—will even detect if you're wrapped up like a Gibdo.



On Day 3 at 2:00 a.m. and 8:00 p.m., visit Madame Aroma in the room to the right of the reception desk in the Mayor's Residence.



As long as you're not wearing the Golem Mask, Madame Aroma will give you a screenshot that means (As her missing, purple-haired son, Kaffi).



If you've stopped Sakon from robbing the Curiosity Shop today on Day 1, the All-Night Mask will be on sale at the Curiosity Shop on Day 3. It'll cost 500 Rupees.



To buy the mask, you'll need the Giant Warlock Snow 200-Rupee coin the hero and complete the Occurrence Spider House on Day 1 to start the wallet.



## GIANT'S MASK



**WHO:** Eyegore  
**WHERE:** Stone Tower Temple  
Hypolee Island

The Giant's Mask is your secret weapon against TwinMold, the pair of gogmagam serpents in the Stone Tower Temple. The mask works only in TwinMold's arena and requires magic, so don't disguise sparingly during your showdown.



An Eyegore guards the boss arena in the Stone Tower Temple. Lure the Eyegore toward you so it pounds its fists, then shoot its yellow eye to defeat it.



A treasure chest will appear when you let defeated Eyegores. Open it to unlock the mask that will help you defeat the temple's boss.



The Stone Tower Temple's resident evil-clearer is the oversized TwinMold. Supercharge yourself with the Giant's Mask for a fighting chance.

## ENDLESS LOVE



Writing Kafei and Anju is the most elaborate good deed you must do for the townspeople. The courtship sequence spans all three days, and you must perform all of the tasks without traveling back in time. If you pull it off, you'll nab three masks during the long, but rewarding, process.



**KEATON MASK**

**WHO:** Nabe from *Destiny's Shop*  
**WHERE:** *Convenience Shop's* Back Room, Day 2



**POSTMAN'S HAT**

**WHO:** Postman  
**WHERE:** Outside the Milk Box, Day 3



**COUPLE'S MASK**

**WHO:** Anju & Kafei  
**WHERE:** *Stock Pot Inn Employees' Room*, Day 3



DAY 1

Wear Kafei's Mask and talk to Anju at the Stock Pot Inn between 2:30 p.m. and 3:30 p.m. Randomness will let that evening to receive her letter to Kafei. Drop it in a mail box so the postman picks it up during his next run.



DAY 2

By 3:30 p.m., the postman will have delivered the letter to Kafei. Visit the morning boy in the *Convenience Shop* back room by entering the door at the Laundry Pool between 4:30 p.m. and 10:30 p.m.



DAY 2

Inside the *Convenience Shop* back room, Kafei and Kafei's wife will appear. Give her the *Postman's Hat*. The kecapacho is a symbol of his unrequited love for Anju, so return to the Stock Pot Inn to deliver it to her.



DAY 3

Between 1:30 p.m. and 10:30 p.m., talk to the *Convenience Shop* owner in his back room to receive the *Keaton Mask* and a letter. Deliver the letter to the postman in his office. Be sure to line up before he's delivered it.



DAY 3

Between 6:00 p.m. and 7:00 p.m., Sabon and I enter his *Bees' Bar*. Talk with Kafei to hand the rocks when Sabon offers. Then speak to Kafei to receive the *Couple's Mask*. Then visit the Stock Pot Inn.

## FIERCE DEITY'S MASK



**WHO:** Majors child  
**WHERE:** The Moon  
**ACTION:** Press B to fire

Only after you've collected all 20 Happy Masks will you be able to earn the fourth and final transformation mask. To add it to your collection, surrender all 20 Happy Masks to the children prancing around the tree on the Moon, then talk to the lone child who's wearing Majors' Mask.



Each of the four kids who circle the tree will let you enter and exit his personal danger room return for masks. When you've finished exploring all four Moon Dungeons, you'll receive 10 Happy Masks left.



When you've given up all 20 Happy Masks (you'll get it on back when you play the *Song of Time*), the four prancing kids will disappear. Once they're gone, talk to the Majors child to receive the *Fierce Deity's Mask*.



The *Fierce Deity's Mask* transformation you enter a dark and mighty warrior, and you can wear the gear only during boss battles. Press B to unleash your new, magical attack that fires beams from your sword.

## PAY IT FORWARD

The 20 Happy Masks are related to Clock Town's citizens. By doing good deeds for them, you'll win their masks. For every mask you earn, you'll unlock one cinema scene in the finale that'll reveal exactly how you've positively affected and touched the townspeople's lives.

# You Found the Ocarina!

"This is a GREAT ocarina! It is made in 10 days and can play lots of songs! I went to an art show and they had a lot of ocarinas. Yours is made better and the tone is better."

David Deffen

"Thank you so much for constructing such fine musical instrument. I am in love with mine! My mom really enjoys hearing me play Zelda songs. The tone is so rich and beautiful. I stopped playing just long enough to thank you for making these excellent little flutes."

WE Post



"I got my ocarina and it looks even better than it did in the picture. It sounds perfect, it looks perfect, it feels perfect! And it is so easy to play!"

Justin Dineen

"My ocarina is awesome and wonderful in tone. It sounds as if I am in the game! I am in love with mine already and I will be ordering from you again soon..."

Heather

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The cat's not away, but the mice will still play in NewKidCo's funny animal fighting farce for the N64.

# TOM AND JERRY IN FISTS OF FURRY



© 2000 NewKidCo

## Cartoon Combat

NewKidCo's Tom and Jerry in Fists of Furry is an animated, lovely fighting game that stays true to the cartoon that inspired it. Tom and Jerry are constantly fighting in their cartoon, and that's exactly what they do in Fists of Furry, too. The game has a colorful look that's matched by zippy slapstick fighting and an up-tempo soundtrack—playing the game is like participating in a classic Tom and Jerry cartoon.



## Punch In

Tom and Jerry in Fists of Fury is a fast-paced, fun-flying, 3-D fighting game where throwing objects and exploiting power-ups will get you much farther than simply throwing punches. You have to master some basic skills if you want to beat the bosses to unlock characters and modes.

### Power-Ups



Occasionally a golden question mark will fall from the sky, accompanied by a sound effect. Its temporary power-up then becomes instantly available in an attack based on a power-up cloud that slowly drains your life meter.

### Green Gas Attack



The green gas cloud slowly fills your opponent or hit him to transfer the data for a 60 hits, then run away as quickly as possible, if your opponent has the gas, he will always chase after you. Use it to your advantage.

### Big Boost



The attack boost greatly increases your attack power. If you combine with the attack, don't forget that you can always add to object to be holding down. A small amount of time appears, you can nearly double an opponent with three hits.

### Return to Sender



If you want to preserve your health for as long as possible, you should master the technique for catching the objects that your opponent throws at you. When the object is about to hit you, hit it to catch it. Send it back at will, maybe after you've powered it up with A and B.

### Object Lesson



The fast way to deal a ton of damage to an enemy is to punch an object into him. It does more damage than throwing the object, and you don't have to spend time powering it up to get the extra power. It's tricky to master.

### Duck and Cover



Another way to avoid taking damage from a thrown object is to duck before it hits you. Press it to duck out of the way of a flying object. You can duck down indefinitely to avoid all thrown objects—if you duck for too long, the other character's aim will adjust to your lower profile and the objects will hit you.

### Bombs Away



The bombs and sticks of dynamite deal a decent amount of damage, and they can hurt you, too, if you don't stay out of their way. Try to time the explosion when your opponent is higher or lower than you are to avoid damage.

## Very Nice

At the start of Tom and Jerry, only the two stars in the title are playable characters. You have to earn the rest of the cartoon characters by finishing the game with each player. When you finish the game with the last character, you'll open a special **Play Mode** that uses all those extra players.



The first two characters, Tom and Jerry, have to make it

through many rounds to open up two more players. Use those two of yours to open up two more players, and so on. There are two final bosses. The one shown fighting Tom above is a form of Jerry that suddenly grows into an enormous mouse.



About half of the characters fight a frustratingly invisible

Jim or one of their games. Tom is almost completely invisible and stays that way through much of the game. Try watching for his shadow and the sudden movement of objects to locate him.



The last character you finish the game with opens **Play Mode**,

where each player can choose up to four characters to fight within a session. The last boss with one character standing wins. One or two players can play the **Play Mode**, and once any character or mode is opened, it stays open.





## Duck-Duck Loose

This berrypop backyard is downright dangerous! As with every area, a large, heavy object will drop to the ground if the wall under it is compromised by a flying object or fighter, and ducking won't save you from the big wooden box if you're standing under it.



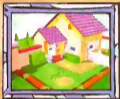
You can often duck into corners to hide in certain levels, and the wall near the stairs is a good place to avoid attacks from the right. You can also try getting behind the milk can and pushing it at your boss.



The level is large, and you can jump to the roof of the lighthouse to pick up power-ups. You can wash out up there, ducking to avoid thrown objects, but you won't damage your opponent from up there.



If you can catch your opponent standing by the lawn door, throw a milk can or another object at it to drop the big wooden box on his head. If it falls fast, he'll be stunned for a while.



## Guard in the Garden

Some areas have twins—Guard in the Garden and Backyard Bash are basically the same area. The objects that appear differ between Guard in the Garden and Backyard Bash, but many of the strategies you can try are the same.



Throw an object at the window to make the beehive fall, preferably onto your opponent's head. He'll be dazed for a while and unable to see you through the heavy field he'll be wearing.



You can give your character extra protection from attacks by ducking behind the short walls of the patch. If you hide out there, he's able to run over and pick up the milk can, so you can attack, too.



## Backyard Bash

Backyard Bash is basically Guard in the Garden at night. In both areas, you can try jumping over the fence on the left to avoid a green-gas-carrying enemy or to snag the objects that sometimes appear. Use the house corner and the bushes as additional hiding places.



The beehive will fall in Backyard Bash and Guard in the Garden if you punch your opponent into the window. You can't actually hit your opponent when he's dazed, but you can power up in time to hit him again when he comes to.



Most levels show objects, like the beehive, that fall and break—but unless they go, like the beehive, will break when a fighter or an object flies into them. Experiment to find all the different things you can break up.





## Catchin' in the Kitchen

Everyone knows that many accidents at home happen in the kitchen—it's a dangerous place full of sharp or heavy objects, not to mention all that easily thrown food. The kitchen has lots of hazards to keep things cooking.



The clock will help you both the wall behind it, if you can get it, stay out of the clock's way. An enemy that is too close when the clock hits will get squashed beneath it.



The cabinet also helps you both the wall and air it with an object or a light or flame appears under the cabinet, putting players into danger. Keep close watch on the wall.



When you're on top of the counter, you can duck into the sink for cover. It works best when your opponent is on the floor, but it will do at any time. Enemy opponents may come out there.

## Cookin' up a Storm

Cookin' up a Storm has the same general layout as Catchin' in the Kitchen, but the placement and selection of objects is different. Try using the refrigerator as cover when your opponent is near the sink, and practice jumping over the refrigerator to escape attacks.



The stove fires up occasionally, which is never good news for the characters animal walking across it at the time. Run over the range at your opponent—if you are burned, the flames will send you running around in circles with your tail abuzz, and you won't be able to control your movement very well.



## Laboratory Retriever

The mad scientist chat of Laboratory Retriever is made more menacing by the fact that it is one of two areas that is used as both a regular game area and a boss area. The lab is small, but the stairs offer places to hide from some attacks and there are plenty of objects.



The bottle of red goo can help friends resting place if it is disturbed. If it hits you square on the head, it will stay there for a while, giving your opponent time to attack again.



Enemies can sometimes be trained to hurt the moles on the energy floor that are sent out from the sticky teal-colored type machines. Don't count on it, though.

## The Mice before Christmas

Holiday cheer abounds in a festive setting where even pretty wrapped presents are painful if delivered in the right manner. Don't be shy about sharing some turkey with your guest, and be sure to grab an umbrella for him, too.



The fireplace is a classy and dangerous. If you're required to pick up the objects that appear on the mantle, move out of the way quickly. While the Christmas tree does harm, the fire is weather story. Stay away from it possible—you never know when it's going to send out a fire.





## Alley-Alley Action Free!

The dark, urban backalley has a host of new hazards for the furry fighters. Flower pots and manhole covers are more dangerous than they seem, and if you're very unlucky, you might end up wearing a trash can for a while.



The city sewer system shoots manure through the manhole clear 'n' hole. Try to avoid walking over it, or you'll take a lot of damage.



Two flower pots are positioned at opposite sides of the area, and if two objects can disturb their bal ance, sending them tumbling down to plant their selves on the nearest walkable head.

## Bomb Voyage

The cruise ship deck where *Bomb Voyage* takes place is not the ideal spot for a relaxing vacation. You won't sit in the deck chairs—you'll duck your opponents with them. The life preservers aren't as friendly as they sound, either, and they won't preserve your health.



The pot leads to the wheelie at the top of the luxury lounge. The stateroom may escape a hole in the pipe, and land you while you're accidentally trying to reach an object.



You may be tempted to jump to the top of the deck to swing the great objects that aren't there, but watch out for the wheelie, or you'll be steering rather yourself.



The ball will fall in if or the wall below it is disturbed in any way, including a stray swing of a guitar or baseball or a flying deck chair. The ball can fall pretty far, and if it lands on you, it'll take quite a toll.



## Floor Bored

The basement-styled arena is the other area that may be used for a boss battle with invisible Iken or giant Jerry. Steam, anvils, wrenches, washing machines and paint cans all contribute to some pretty exciting fighting, even if the treats reward Floor Bored.



Throw an object or punch an enemy into the vent to send the small character top down to your opponent's head in true cartoon style. Don't linger in the area.



Steam occasionally pours out of the large vents in the area. If you aren't on a short cut, try to stay on the red parts, where the steam doesn't reach.



If you manage to damage the pipe structure, you will open a new hole for steam to pour out of in an entirely new level. Try to steer clear of the hole.



## Furry Finale **NR**

Tom and Jerry in *Fists of Furry* is a cartoon with a Controller—don't be surprised if you laugh aloud as you use a ban to bash the bully dog that's got you cornered, or even when a powered-up flower pot replaces your cat's head for a few dizzy seconds. The game's fast, furry action makes it one of the most enjoyable fighting games the N64 has to offer. 🐾

# TWEETY'S HIGH-FLYING ADVENTURE

IN STORES  
NOW!

TWEETY TAKES OFF ON HIS FIRST  
GAME BOY COLOR ADVENTURE!



Click the globe to collect  
party for your party!



Exciting fun for one or two players



Based on the all new feature length movie



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# MEGAMAN XTREME

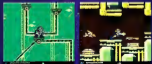
ROBOT WARRIOR ALERT! ROGUE DATA FILES HAVE CORRUPTED THE MAINFRAME COMPUTER OF MEGA MAN X'S HUNTER BASE IN CAPCOM'S MEGA MAN XTREME FOR GAME BOY COLOR. XPLOSIVE ADVENTURE AWAITS AS THE MUYERICK HUNTER PREPARES TO FACE ENEMIES FROM HIS PAST FOR CONTROL OF THE COMPUTER CORE.



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## TROUBLE TO THE CORE

Power up the X-Buster and get ready for an Xtreme challenge as you guide Mega Man X through a rematch with some of his most powerful enemies. Mega Man Xtreme features stages and boss battles from the Mega Man X series for the Super NES in the guise of digital downloads that have leaked into the Hunter Base computers. Chill Penguin, Spark Mandrill and other classic villains block the pipeline that leads to the corrupted computer core. Take them on and steal their powers as you advance to the ultimate battle with the mysterious Shadow Hunters.



# DEJA VU ALL OVER AGAIN

The action begins with the same stage that opens Mega Man X for the Super NES. X drops onto the broken bridge in a dense and fiery assault of the same enemies that he fought when he was on the bridge before. You'll encounter flying mechanical monstrosities, breakaway platforms and a big robot at the end. History is repeating itself and you are stuck in the middle.



## 1 ROLLING DANGER



When a large duke rolls toward you, try to hit them with a charged-up X-Buster blast. If you are too late to knock them out, jump up and over them as they approach. They'll roll right past you and out of the way.

## 4 WEAK WALKWAY



Mega Man X is one heavy-hauler. Some sections of the bridge break under his weight. Keep moving and jump to save ground if the bridge begins to crumble.

## 2 GET THE GRABBERS 3 ARMORED ATTACK



Small robot helicopters use 770 no devices to catch through the pavement. If you let them hover over you, they'll try to grab you. Move, jump and shoot.



A large flying whale hovers and attacks, sometimes releasing long-legged walking robots. Stay away from it, jump repeatedly and fire rapidly. After you destroy the whale, the bridge will collapse.

## 5 ROBOT REVENGE



X's old foe, Vile, shows up for a rematch at the end of the stage. Hit the robot war machines with powered-up shots and jump out of the way when it charges. If you fight with a toxic weapon charge and reject fire, you'll dispatch Vile quickly.

## ZERO

The leader of the Maverick Hunters provides advice and support while you set out to battle the villains of the past and clear your way to the core.



# CHILL PENGUIN

You can select the four stages that block your way to the core in any order. The Chill Penguin stage is at the top of the list and is a good place to start. The frozen fiend holds forth in a cold cavern. You'll fight robotic bats, larger robots and plenty of rolling disks. Use automatic fire on your X-Buster to lead the way.



## 1 BLOCK BARRAGE



Your first challenge is a series of robots that send out falling blocks. After one block flies, the robot cackles back toewing apart. Stay low, then jump and fire.

## 1 DR. LIGHT UPGRADE



Halfway through the stage Dr. Light will give you an upgrade that will help you climb up walls and crush through some blocks. There are similar upgrades in the other stages, but most are much more difficult to find.

## 1 MECH WRECKING



You can climb up a large mech structure to go hand-to-hand with other big bots for a very short stretch. Climb out when you reach the high wall.

## 1 BOSS - CHILL PENGUIN



The leader of the stage returns with ice and wind. He'll start by spitting ice balls, then send ice blocks your way. Hit him with rapid fire and jump to avoid his attacks. When he moves blocks, blast through them and keep fighting.

## MIDJOY

Computer expert Middy sets up the convention that will send you directly to the corrupted data near the computer core.



# SPARK MANDRILL

The walls and platforms of Spark Mandrill's high-voltage hideout crackle with electricity. Take a good look at your surroundings when the lights are on and watch your step when the lights go out. Some enemies charge onto the scene. If they surprise you on your first attempt through the stage, try to remember where they appear so that they won't damage you on repeated attempts.



## 1 LEG WORK



If you're stuck through the Chet Penguin traps, you have to Light King Upgrade. Use it to break through weak blocks for access to an all-important Sub-Bunk.

## 1 ROBOT RAGE



Mechanical bull-like bots charge onto the scene and turn around to attack again after their first pass. Jump over them as they charge, then hit them with a charged-up X-Booster blast as they gear up for another attack.

## 1 HYDRO-BOT BATTLE



The big bot that floats through the middle of the stage fires electric shocks a height down. Be sure not to get stuck in the puddles that form from its shots of water so that you can return your mobility. Avoid contact with it and blast it from a good distance.

## 1 BOSS - SPARK MANDRILL

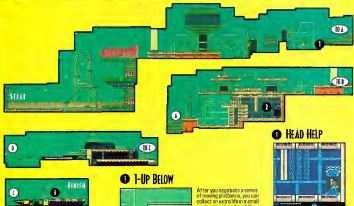


Spark Mandrill acts out powerful electric current along the walls and floor of his chamber. He also jumps and charges. Freeze the mechanism with Shotgun Ice, then switch to your X-Booster and let him loose. When he moves, freeze him again.



# STORM EAGLE

Flying fiend Storm Eagle is perched high above a rundown airport. To reach him, you must survive a long series of moving platforms, wide gaps and airborne enemies. Mechanoids rest on many of the platforms. Be sure to clear them away with an X-Buster Blast before you jump.



## 1 HEAD HELP



Dr. Light is working with a Head upgrade in a remote section of the airport. You'll have to perform some tricky maneuvers to reach him, but the extra strength that the upgrade gives you will be well worth the effort.

## 1 1-UP BELOW



After you negotiate a series of moving platforms, you can collect an extra life in a small room under the edge of the building. Drop and collect the life before you continue.

## 1 BOSS - STORM EAGLE



While Storm Eagle can hurt you directly, he attempts to do most of his damage by blowing you off the edge of his perch or by calling for help from his feathered friends. Use the Dash technique to navigate the wind and stay away from the edge, then pelt the robe-head with X-Buster shots when the wind stops.

## ZAIN

Shadow Hunter Zain swings a mighty sword in his attempt to keep you away from the computer core. When he's firing on all cylinders, the only thing that you can do is get out of the way.



# FLAME STAG

The basics that you have faced in the first three stages originally appeared in the first Mega Man X game. Flame Stag is the final representative of the four from Mega Man X2. His stage is a lava-filled volcano that can be extremely dangerous if you're not quick on your feet. When the platforms crumble or the lava flow rises, jump and run.



## 1 DOZER BEETLE



A large, flying beetle-like bouncer near the volcano entrance. It's a bouncer if you're not careful. Run away from the crash and let it crash through a thin section of the wall.

## 2 BEAT THE CUT



Dr. Light's upgrade station is in the middle of the cave, on a hard-to-reach ledge. You'll get to it with a Dash and jump from a lower ledge to the left. You may have to crawl a few times before you are successful.

## 3 THE SHADOW HUNTER APPEARS



If you take the high road over the last expansion level, you'll encounter Zan, one of the powerful Shadow Hunters. Zan's wings are very big and he uses it to protect himself from your attacks. Dash under him when he jumps and keep firing what you have: a shot.

## 4 HEAT RISES



Almost half way into the stage, you'll come to a vertical section where deadly lava rises at a steady rate. You have plenty of time to make it to the top. Jump carefully and try not to panic.

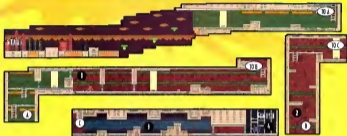
## 5 BOSS - FLAME STAG



Flame Stag is a fast and fiery fiend. He'll bounce off the walls and swoop down with flaming attacks. You can visit his "Flame Wall" in the center of the room and blow a hole to one side as he drops, then knock him out with Storm's Burnaxe.

# THE CORE - STAGE 1

With the guardians of the core gone, you can move on to the core itself and go up against the Shadow Hunters. The first path is no more challenging than the paths that you have already survived, but the boss battles can be brutal. Fill up your Sub-Tanks and save them for the big fights. You'll need all of the energy that you can hold.



## 1 ZAIN AGAIN



Shadow Hunter Zain rears in second appearance when you reach the core stage. His new aspect is a more lethal spin cycle. Instead of staying in one place while he spins with his sword extended, he spins across the room. Ditch and then when he jumps and jump over him when he spins. He's powerful, but you can get him if you're patient.

## 1 KNOCK OUT THE KNIGHTS



The big armored 'bots in the middle of the stage toss ball-and-chain weapons. Charge them to make them attack, then fight back when they're vulnerable. When they reload, repeat the process and hit them again.

## 3 LAST CHANCE PICKUPS



Before you go up against the lead robot of the core's first section, you can blast a collectible of weak enemies and pick up power-ups for the big battle ahead. You may even collect a trap.

## 4 BOSS - CORE SPIDER



A spider-like machine rules the first section of the core. Run under it when it is in its web and clear away the small spiders with a power-up blast. Climb the wall when the machine drops down and hit it when you can.

## TECHNO

The mastermind behind computer hacking for the Shadow Hunters causes a lot of trouble for X by staying one step ahead and planting an army of evil 'bots in X's trap.



# THE CORE - STAGE 2

The second section of the computer core puts your climbing and jumping skills to the test. You'll spend a lot of time hanging on to the walls, sliding and jumping just at the right moment. As you're making your way up then down the other side, be sure to clear away the enemies and look before you leap.

## 1 DANGEROUS FLIGHT



You'll ride a rocket-powered platform as you wring the long, vertical chamber. Grab the ledges what you see clear and be sure to jump away immediately.

## 2 BIG 'BOT BATTLE



You'll exchange fire with a massive and deadly robot as you way down. When the robot fires, do everything you can to get out of the way, then pump up to the wall and hit it, high while it attempts to reload. You'll put it out of commission after a few charged X-Buster shots.

## 3 BOSS - MACHINE



A massive transforming machine flies over a field of spikes. Since you'll be taking an floating platform, your mobility will be limited. Leap from the machine's base and aim when you have a clear shot of your target. When you take out the four gears, the blast shield will break away and the robot controller will be exposed.

## 4 FREE-FALLING

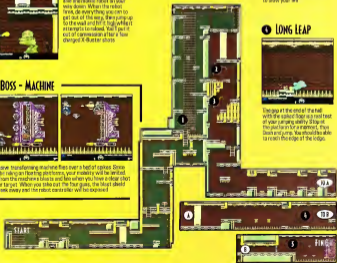


There are dangerous spikes near the platforms in a section where you will drop for long distances. Try to grab the wall to slow your fall.

## 5 LONG LEAP



The gap at the end of the hall with the spike floor is real test of your jumping ability. Stop at the platform for a moment, then Dash and jump. You should be able to reach the edge of the ledge.



# THE CORE - STAGE 3

The deeper portion of the core features a repeat battle with all of the bosses that you faced on your way to the Core. After you clear those robots away, one more time, you'll face the ultimate Shadow Hunter, Sigma. You've come a long way. Keep fighting and don't look back.



## 1 HIGH CLIMB



Enemies wait on some of the platforms in the vertical chamber that leads the last stage. Be sure to clear every the instructions before you jump. You won't be able to reach the walls in this area, so success hinges on your ability to leap onto the platforms.

## 2 BOSS - SIGMA



The leader of the Shadow Hunters, all tasks with incredible speed and power. By tonight as many shots as you can while she poses and prepares, then get out of his way when he charges. It'll be a tough battle, but the rewards are worth it.

## 2.5 REPEAT OFFENDERS



The bosses that you had to reach the Core, one if a rematch. You can't fight them in any order. That you please. Once you've defeated every the repeat quartet, you'll be able to enter the door that leads to your final fight.

## GEEMEL

Along with Zan, Geemel is one of the most feared Shadow Hunters and Sigma's right-hand robot. Geemel works behind the scenes in your attack on the computer core.



## XTRME FINISH

The Shadow Hunters do not go down easily. To be successful, you must concentrate and try to read their moves. If you figure out their patterns then formulate a plan and carry it out without flaw, you'll take them out. The fate of Hunter Base is in your capable hands. When you finally clear away all of the dangers in the core, the Shadow Hunters will fall back and regroup. You can be sure that they will come back more powerful and more determined than ever. ☹

MESS WITH THE BEST  
 GO DOWN  
 LIKE THE REST.



- THREE CONTROLLABLE CHARACTERS
- SIX UNIQUE ABILITIES AND WEAPONS
- INNOVATIVE COMBAT SYSTEM
- FAMOUS CHARACTERS FROM THE SHOW
- FIGHT AGAINST MYTHICAL TERRIFYING MONSTERS
- 12 FULLY 3D WORLDS TO EXPLORE IN ANCIENT GREECE



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Game version 1.01

# Pokécenter

## Small Wonders

We've almost completed our mission to bring you the English names of the Gold and Silver Pokémon. We'll reveal the last eight names next month, but for now, feast your eyes on this octet. If you'd like to find some of these Pokémon in your Gold

or Silver game, may we suggest taking Jynx to the Daycare Center, giving your phone number to Bug Catcher Arnie and Fisherman Ralph, picking up an extra King's Rock, and finding Blackbelt Kyo inside Mr. Moriya?



# Pokéchat

Pokéchat might have a new look, but it's still the place to find the answers to your Pokémon-related questions. Not surprisingly, we've been hit with a ton of Gold and Silver questions lately—and we've got the answers!

**Q:** I picked up the Red Scale at the Lake of Rage near Mahogany Town. Can I do anything with it?

**A:** You sure can! Take the Red Scale over to Mr. Pokémon's house to show it to him. If you give the Red Scale to him, he'll give you a very nice gift—Experience Share. The supernatural item will give half of all experience points earned in battle to the Pokémon holding it, even if it never enters the battle. It's a great way to train a weak Pokémon!

**Q:** Why won't my Togepi evolve? What level does it have to reach?

**A:** Togepi doesn't evolve into Togetic at a certain level—it is one of the Pokémon that evolves through Friendly Evolution.

Check out the Professors' answer in the how to evolve Eevee section of Pokémon University for hints on how to make your Pokémon happier so it will evolve. The other Pokémon that evolve by Friendly Evolution are Gofar, Fichu, Chimecho, Cleffa and Iggybuff.



**Q:** Where is Hecross in Pokémon Gold and Silver? I saw it on TV and I just have to have it!

**A:** That's actually a harder question to answer than you might think. Hecross appear randomly in the small, triangular trees that your Pokémon can Headbutt. If you really want a Hecross, you can try Headbutting the trees near mountain areas. It might also help you to remember that many Bug-type Pokémon peeker the morning hours between 4 a.m. and 10 a.m. Pokémon that are found only by Headbutting trees are difficult to pinpoint because of the randomness of their appearances in the trees.

**Q:** If I leave Vaporeon and another Pokémon at the Daycare, will an Eevee hatch from the resulting Egg? Or will it be a Vaporeon?

**A:** It will be an Eevee. The rule of thumb for Pokémon Eggs is that the earliest evolution will always hatch, so Vaporeon parents hatch an Eevee. Magnetron hatches Magnemite, and Mr. Mime hatches Mr. Mime.



**Q:** Will I be able to play Pokémon Gold and Silver on Game Boy Advance? I hope so!

**A:** Yes, you will. Game Boy Advance is backward-compatible with all Game Boy titles. Pretty cool, huh?

**Q:** I solved the puzzle in the Ruins of Alph, but nothing happened! What gives?

**A:** If nothing happened, then you didn't solve the puzzle correctly. The puzzles are not very clearly marked, and many different configurations of the blocks can seem to be the correct solution. You've probably got the outside blocks in the right place, so try moving the middle pieces around until you find the solution. When the pieces are all in place, the floor will drop from under you and you'll be in a new part of the Ruins of Alph. If the floor hasn't dropped, you haven't solved the puzzle.

**Q:** How do I catch Ekeki?

**A:** You can't catch it—you have to hatch it. You'll need at least one Electabuzz, naturally, and you could use a pair. Remember that Eggs generally take the form of the female Pokémon. Take your Electabuzz and its pal to the Daycare and see what hatches up.

**Q:** How do I earn the extra Trainers for two-player Stadium in Pokémon Puzzle League?

**A:** We printed the code for unlocking the Trainers in last month's Classified Information, but if you'd like to earn the Trainers, try beating the Spa Service (one-player)





# Pokémon University



Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon puzzlers.



## Where do I find the Evolutionary Stones?

Unless you're very lucky with Mystery Gift, you won't find the Evolutionary Stones in Gold and Silver until you make it to Route 25 in Kanto. Find Bill's house at the end of Route 25. Bill's not home, but his grandfather is and he wants to see some of the Pokémon his grandson is always talking about: Poo Lickington, Oddish, Staryu, Pichu and Vulpix (Silver) or Geowith (Gold) in your party and show each one to Bill's grandfather when he describes it to you. You'll get the Everstone when you show Bill's grandfather Eevee. The others follow a pattern: Oddish gets you the Leaf Stone; Staryu, the Water Stone; Pichu, the Thunder Stone; and Vulpix or Growlith, the Fire Stone.



If you have that POKEMON, may I see

Bill's grandfather is very curious about different Pokémon.



Hi! I received LEAF STONE.

Show Oddish to Bill's grandfather to get a Leaf Stone.

## How do chains work? I don't understand!

Creating chains is one of the hardest Pokémon Puzzle League skills to master. Try studying at Puzzle University and Mimic Mansion, and remember that some chains are already built into the puzzles—all you have to do is take advantage of them. In the shots below, the player on the right spots a chain-in-the-making. As the purple blocks clear, the player sits tight to let the red blocks drop down and clear away horizontally. With the red block between them gone, the yellow blocks also line up to form the third link in the chain. If the player moves the green block just under the cursor to the left, a fourth link of green blocks will also count as part of the chain.



The purple blocks clear, setting the chain in motion.



Slide the green block to the left to make the fourth link in the chain.

## How do I catch Lugia and Ho-oh?

You can't see the Legendary Birds until you have the magical object related to each—The Silver Wing in Lugia's case, the Rainbow Wing in Ho-oh's. You'll get the first wing from the Radio Station Manager in Goldenrod City—The Silver Wing if you have Silver, the Rainbow Wing if you have Gold. With the first wing in hand, search Whirl Islands for the pool that holds Lugia if you're playing Silver or head to the top of Tin Tower if you're playing Gold. Battle the Level-40 creature cautiously and be sure to bring lots of Poké Balls. Reverse the process once you've picked up the remaining wing from a man in Power City.



Ho-oh is a Fire-and-Flying-type Pokémon. It hides atop Tin Tower.



Whirl Islands are very confusing—look for Lugia in a small pool.

## How does Eevee evolve into Umbreon or Espeon?

Eevee doesn't need stones to evolve into Umbreon or Espeon—all it needs is you. Umbreon and Espeon are the result of Friendly Evolution, and Eevee won't evolve into either until it really trusts you. To make Eevee friendlier toward you, don't let it faint in battle (unless you use a Revive on it before the battle ends), don't give it the bitter herbs Goldenrod's Herb Shop sells and don't let it out of your party. Do give it an item to hold (Experience Share is a nice one) and use lots of items like X Special and Licensure on it. Have Daisy in Pallet Town groom your Pokémon, and get its hair cut in Goldenrod. When the Pokémon likes you, it will evolve at its next level-up. If Eevee evolves at night, it will be Umbreon. Otherwise, it will be an Espeon.



Raise Eevee carefully. Keep in mind that Pokémon love to battle!



Your Eevee's evolution depends on the time of day.

# Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Andy Schafer from Bellevue, Ohio, raised his starting-Pokémon-packed team in Pokémon Yellow. His team's strong points include a diversity of Pokémon types and quite a few Pokémon with a decent amount of HP or pretty good speed. Some of its weak points include a bit of redundancy in the attacks each Pokémon uses and an overdependence on aggressive attacks. There are a few things Andy could try to streamline his team, if he wants.



## Raichu



Thunder  
Thunderbolt  
Swift  
Thunder Wave

## Dugtrio



Dig  
Hyper Beam  
Slash  
Earthquake

## Venusaur



Razor Leaf  
Loose Seed  
Solarbeam  
Cut

## Charizard



Flamethrower  
Fire Blast  
Fire Spin  
Fly

## Blastoise



Ice Beam  
Surf  
Blizzard  
Hydro Pump

## Mr. Mime



Psychic  
Solarium Toss  
Toxic  
Metronome

We're guessing this Colosseum team is also the team Andy uses to travel through Pokémon Yellow, given all the HMs on his creatures. Of all the HMs on the team, the Surf on Blastoise is probably the most valuable. Surf is powerful and accurate—a great combination. One good thing to remember is that you can raise, train and combine different sets of Pokémon for different tasks. The HMs you need to get around the Pokémon world aren't necessarily the attacks that will serve you well in battle. Sure, you might be attached to the Pokémon that have taken you through the game, but Link Trade Battles and Pokémon Stadium Face Battles require a different set of abilities than they're likely to have.

Andy's Charizard, Raichu, Venusaur and Blastoise all suffer from the same malady—each is equipped with too many of the same type of attack. Choose Thunder for its power or Thunderbolt for its accuracy, but don't choose both. Blastoise in particular has two water-blasting attacks and two ice-blasting attacks, which leaves room for nothing else. Think about these issues. Could your team use a little streamlining, too?



Andy's Raichu uses Thunder Wave, which is usually a pretty good attack for an Electric-type (though Electric-types aren't generally blessed with a lot of HP or defense, so an attack that slows down an opponent and keeps it from attacking is a definite plus).



Dig, as shown on Dugtrio, can be a slower choice your Ground-types are faced with Water- or Ice-type opponents. But Poison won't attack when it's underground but it will also be safe from nearly every attack, with the exception of Swift.

# Hot off the Press

Here at Nintendo Power, we love trying out all the wacky Pokémon merchandise on the shelves—and we couldn't resist the chance to have our Pokémon and eat them, too. It's the breakfast of PokéChampional!

## I Chews You!



### Pokémon Pop-Tarts

With 12 sweetly frosted pastries in every box, Pokémon Pop-Tarts provide enough grub for an entire gym full of Pokémon Trainers. The Wild Cherry filling and

brilght yellow frosting get an additional boost from the dramatically colored but slightly shaped Pokémon sprinkles. **COMMENTS: Chris**—Do you like Pop-Tarts? Do you like Pokémon? If you answered yes to both questions, here I got the breakfast treat for you! **Jennifer**—Eating Pop-Tarts has always been like eating a big cookie for breakfast, and eating Pokémon Pop-Tarts is like eating a big cookie with candy on top for breakfast. That's living! **David**—In all my years of eating breakfast, I have never seen a more colorful toaster party. Not that you have to toast them—the beauty of Pop-Tarts is that they can be enjoyed hot or cold.



### Pokémon Cereal

Toasted oat cereal with marshmallow bits is nothing new, but when those marshmallow bits resemble Pokémon, you've got a bowl full of fun on your hands. Interactive Pokémon activities festoon the all-important back of the cereal box.

**COMMENTS: Jason**—The Pokémon tickle the palate with a sweet 'n' smooth marshmallow goodness. **Drew**—If you squint while looking at the marshmallows in the cereal, they may resemble Pokémon floating in a tiny, white sea. **Corinne**—As a Pokémon Trainer, I tried to collect all four marshmallow Pokémon in each spoon of cereal, because you gotta catch 'em all!



Chris



David



Jennifer



Drew



Corinne



Jason

For more Pokémon news, be sure to check out [www.pokemon.com/](http://www.pokemon.com/)!

Send questions, comments and art let.

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**ATLUS**

# COUNSELORS' CORNER

Your Questions—Our Experts!



## THE WORLD IS NOT ENOUGH

### HOW DO I DESTROY THE VIDEOTAPE BACKUP?

When you play the Courier level on Secret Agent or 00 Agent, you'll need to cover your tracks by destroying the videotape backup with your Data Scrubber. The VCR is in the last room on the right in the horseshoe-shaped hallway. On your way there, stop off at the office with the safe to pick up a Security Swipe Card—you'll need it to get into the taping room. Equip the card then target the card reader outside the room to open the door. The VCR is on top of a black heating register in the corner of the room.



The Security Swipe Card is essential for entering the taping room. Equip the Safe Cracker item then target the safe to acquire the card.



After eliminating the guards in the taping room, find the VCR then equip the Data Scrubber device to demagnetize the video tape.

## HOW DO I DEFUSE THE BOMB IN UNDERGROUND UPRISING?



Defusing the bomb in the London Underground is perhaps the least obvious objective in the Underground Uprising level. You'll find the bomb in a toilet stall just before you reach the stairwell to the surface. Before you begin to defuse the device, make sure you've cleared the room

of enemies. They can end your mission quickly if they interrupt the sensitive process with gunfire. Equip the Bomb Disposal Kit, then target the bomb and press the Z Button to make a blue bar appear on the bottom of the screen. Tap the Z Button a few times to shorten the

length of the bar. A red bar will then appear. Be careful not to tap the Z Button so fast that the red bar meter fills up, causing the bomb to explode. Be particularly careful once the blue bar is almost gone. The bomb becomes more sensitive just before it's defused.



You'll find a ticking time bomb in a toilet stall in the London Underground. A clock on the screen will count down the seconds to detonation.



Equip your Bomb Disposal Kit then target the device. The blue bar indicates how close you are to defusing the bomb.



Tap the Z Button to make the blue bar disappear, but don't tap it too fast. A red bar shows you how close you are to detonating the bomb.

# THE LEGEND OF ZELDA: MAJORA'S MASK

## HOW DO I FIND KOUME THE CRUISE MANAGER?

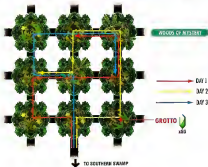
Koume manages a boat cruise through the swamp, and she's mysteriously absent from her ticket window. If you want to journey through the swamp, you'll need to find the AWWOL bag in the Woods of Mystery. A monkey near the entrance will guide you through the woods if you can keep up, or you can follow the map below with color-coded routes for different days. You'll need to heal the harrier's hag with a potion from her sister Kotake's shop.



The ticket booth for Koume's Boat Cruise will be empty when you first reach the Woods of Mystery.



Follow the monkey—and avoid the spring Snappers—to find the wanted bag.



Koume's location is dependent on the day you conduct your search. If you finish on the first day, go to the Magic Hepar Shop near the entrance to the Woods of Mystery. Get a healing potion from Kotake then return to Koume in the woods. If you look for Koume on the second or third day, you'll find Kotake hovering on her magic broom in the woods.

## HOW DO I LEARN THE SONG OF SOARING?

The owl statues you'll find at important locations let you instantly swoop around Termina, but only if you know the Song of

Soaring. Kaepera Gaebara will teach you the tune if you visit the owl's perch near the waterfall in Woodfall. Take the short-

cut from the Deira Palace then helicopter through the wastage as a Deira Scrub to reach the owl.



A short-cut over the Deira Palace entrance leads to a ledge in Woodfall. Avoid the dragonflies as you float through the trees to reach the owl.



Kaepera Gaebara, the owl, will teach you the vital Song of Soaring after you reach the ledge near the waterfall.



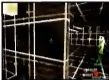
Play the Song of Soaring to transport yourself to previously activated owl statues. The statues stay activated after you meet the clock.

## WHAT'S THE BEST WAY TO RESCUE THE HOSTAGES?

When you begin the Carrington Institute Defense level, dualDyne gunmen are prepared to execute hostages in different parts of the instana. It will take perfect aim to eliminate the thugs before they can do their dirty work, so you should use your Combat Boost before you attempt a rescue. If you wait until the last minute to activate a boost in the two hostage rooms upstairs—just as the door is opening to the first room—you'll clear both rooms and save your second boost for later.



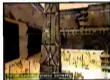
The Combat Boost slows down the action enough to help you target the dualDyne thugs before they fire at the hostages.



Use your second Combat Boost in the training room downstairs then save the last boost in the weapons lab.

## HOW DO I IDENTIFY THE TEMPLE TARGETS?

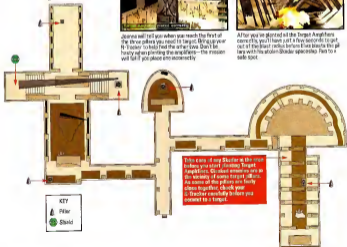
Identifying the temple targets is the first order of business in the last mission in the game. You have three Target Amplifiers and five potential targets, so keep a close watch on your R-Tracker to determine which a target and what isn't.



Janeva will tell you when you reach the first of the three pillars you need to target. Bring up your R-Tracker to help find the other two. Don't be hasty when placing the amplifiers—the mission will fail if you place one incorrectly.



After you've planted all the Target Amplifiers correctly, you'll have just a few seconds to get out of the blast radius before Elex blasts the pillars with his stolen Skudler spaceship. Find a safe spot.



## DRAGON WARRIOR I & II

### WHERE DO I FIND KEYS?

There are plenty of locked doors in Dragon Warrior I, and they may as well be brick walls to you until you have some

keys to open them. The first place you'll find keys is a shop just outside the town of Rimulder. To reach it, walk along the

perimeter of the town—stepping to talk to one of the many troubled citizens on the way—until you reach the store.



There are many treasures beyond Airglard's locked doors. Remember their locations for later.



A key business is located outside the city walls of Rimulder. Walk around the edge of town to enter it.



It's I may sell  
no more now.

If you have the spare cash, you can buy up to six keys before the owner calls you off!



You can use a key only once, but any key will open any door. Go back to key shops to replenish your supply.

### HOW DO I RESURRECT A PARTY MEMBER?

You'd like to keep all your friends safe during your adventure in Dragon Warrior II, but, hey, accidents happen. There's

good news if a member of your party prematurely expires, however. All you need to do is drag his or her remains to the

nearest temple for some supernatural refreshment. One small donation later, your friend will be alive and kicking.



Setting more than a dangerous business, and floppy savers don't exist in Alelgard.



Take your fallen comrades to the nearest town with a temple to get them moving again.



It's I must ask for a  
donation to our

The priest is only too happy to help with your little resurrexion problem, but he'll require a donation.



Art was revived!

One party member—good as new. Just don't let it happen again, DK! It's hard on your walls!

## Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.  
Or write to: Counselors' Corner, P.O. Box 37833, Redmond, WA 98073-8733

In the USA Call:  
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#### Tigger's Honey Hunt

- Q: How many Honeycups are there at each level?
- A: Each level has 100 Honeycups, and you may need to return to the level after finishing advanced moves to find all of them.
- Q: How do I enter any level's game?
- A: You can't enter them, but you can start a new game to replace an existing file.
- Q: What do I do with the blue pictures of flowers?
- A: If you collect three pictures of flowers in each level, they will appear in the photo album.

#### Mario Tennis

- Q: Why does the ball change colors?
- A: Different shots create different colors.
- Q: How do I perform a Power Smash?
- A: Press the A or B button when your ball simultaneously while moving forward.
- Q: How do I pause a game during a match?
- A: You can pause the game only before a serve.

#### Tony Hawk's Pro Skater

- Q: Why can't I perform special moves?
- A: Few special moves need to be yellow before you can perform advanced moves.
- Q: How can I go faster?
- A: Press the buttons C (Back) to increase your speed.



A junk-filled wasteland of shattered dreams straight out of T.S. Eftel awaits you in *Metal Walker*, Capcom's newest adventure for the Game Boy Color. Collect, upgrade and battle a variety of intelligent machines as you struggle across a vast landscape in a desperate search for your missing father.



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## THE RUST OF THE STORY

*Metal Walker* takes place at the end of the world, a century past the final hours of the Rusted Land. Fifty years ago, a massive impact destroyed civilization, sending people spinning out of control and wiping away the primary life-forms. The landscape is now a desolate wasteland, beset with strange, alien life-forms and a few lone humans. You'll begin your journey with the ability to fight and evolve. Your mission is to collect as many of the elements as you can, build your robot and explore, piece by piece, the Rusted Land.



You begin by waking up in the home of a Good Samaritan, where you'll receive your first Metal Walker. The houseowner will also offer you a home or game communication device, which is used to communicate with your mentor, Professor Hawk. You'll encounter different enemies depending on which one you select, so if you play on trading with a friend be sure to select different devices.

# NO RUST FOR THE WEARY

The great Ironworld™ titles will take you through the maze of the frozen forest where single Iron Warriors, on various levels, search for the essential "Scrap" items that are the building blocks of the battle systems. However, it has its couple of unique twists that take you, guaranteed, to other dimensions to study the way things work. While each game contains a helpful guide when you get into the way things work, it takes a long time to discover the inner secrets, and getting used to the game makes it more interesting.



Through the map editor, it seems that you can move freely in the arena, in reality, every action of the Iron World will be controlled by your own computer units. If you can't seem to enter a certain area, there is also for the first time. Once you're passed from there, you can always come back.



## LET'S GO SHOPPING



As you defeat other Walkers, you'll take them into scrap metal, which can then be used to purchase special attacks. This is the shopkeeper in the Iron Shop located on the top floor of your base.



The Iron Shop owner can create new weapons and items for your journey, but only if you bring him some Purchase Analyzer capsules and have your eyes on their buying cabinet to get the information.

## ANALYZE THIS



You can even examine it in two ways. Either hang the analyzer into your Analyzer, or move your Walker so it sits on top of it. Frames will then flash you and get a screen in the process. Once you've scanned a enemy, there's no need to do it again—you'll just get the same information.

## TOP-BATTLE STRATEGIES *NR*



When you battle, you'll be taken from the main map to a special arena. One of the unique elements of battle is that your Metal Walker will bounce off walls and ceilings during an attack. Always look for a small opening in the top wall's or ceiling's made if things get too tough.



You can hit more than one enemy at a time. If you're your Walker carefully, it can range to clear all the enemies with one glided shot, you'll be rewarded with extra money each point. When you gain enough experience, you'll level up, adding hit points and extra power to your Walker's weapons.



Preel sharks will lose the battle system. Always use the walls to their full advantage. As our diagram shows, set only one point multiple enemies yourself, you can actually send them crashing into one another. Watch for rebounds, however—they can't just do much damage as if you were attacked.

# EN-CAPSULE-ATE YOUR DATA

Special attacks are contained within small balls called capsules. At the beginning of the game, there will be three in the battle field at random, but once you access the Battle Arena you'll gain more control. Also, look for recipes along the trail. They can be used to create superpowerful capsules.

**ALL-POWER** - gains power for hits  
**HP 1, 2, 3** - restores hit points  
**ATTACK 1** - attacks with power  
**DEFENSE** - increases defense  
**SI BOMB** - decreases defense  
**WEAPON** - increases level  
**SKILL 1** - increases level  
**WEAPON 1** - increases weight  
**ZONE WALL** - decreases weight  
**WEAPON 1** - attack up to  
**WEAPON 1** - increase velocity

**EXPLOSION 1, 2, 3** - damages health  
**HP 1, 2, 3** - restore attack  
**WEAPON 1, 2, 3** - damaging earthquake  
**EXPLOSION 1, 2, 3** - damage with water  
**WEAPON 1** - rocky rubble  
**WEAPON 1, 2, 3** - damaging thunder  
**WEAPON 1, 2, 3** - damaging thunder  
**WEAPON 1** - electric attack  
**WEAPON 1** - ahead-facing HP  
**WEAPON 1** - rear becomes invulnerable  
**WEAPON 1** - all characters become dirty

**EXPLOSION 1** - damage area in field  
**EXPLOSION 1** - damage center position  
**EXPLOSION 1** - damage attack  
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## LEARN THE ROPES

Until you battle your own capsule, you'll be a novice underdog. Don't stray too far from your base until you're in a few levels or you'll be wiped out in a way you don't want. Use your tool, use often in the first few battles, and don't try to tackle the Chemical Plant without finding the HP 1 Capsule. You don't have a power advantage. If the battle system seems unresponsive, go to the top floor of the house where you began your journey for a quick tutorial on all things Metal Walker.



## CHEMICAL PLANT

The first step in your journey is a long-abandoned chemical plant, where you'll encounter a rival Core Hunter named Boah. He claims to have seen your father deep in the bowels of the warehouse, but his information may prove to be less than accurate.



Try to keep your feet planted as full as possible. Since you can't attack you without advanced learning, it's easy to enter a battle at a disadvantage. If you lose all your HP, your Metal Walker will start crawling, and you'll be on the way back to your Command Post.



Your first boss battle is against a short fellow known as the Metal Master. Mr. Walker has a second rebound effect - hit it gently so it doesn't cause a crushing break and you. Defeat him to earn a new Core Unit.

## SAY YOU WANT AN EVOLUTION

Your Metal Ball will evolve when connected to other Core Units, giving it increased powers and abilities. Marine Core Units, for example, can cross open water, while Air Core Units can fly over large chasms.



Always keep in mind the game's rock-paper-scissors element, because you'll have to master the tactic for the later levels. As a general rule, Land beats Marine, Marine beats Sky and Sky beats Land. Of course, a powerful Metal Walker of any type can defeat a weak one with little trouble.



Attack and Defense are your most important stats, but a high Move rating allows you to bounce farther during battle - very handy.

Don't let folks tell you that abandoned chemical plants are good for nothing. After you've received a Core Unit from the Metal Master at the plant, you can upgrade your Metal Ball to a Metal Frog. The Metal Frog has the power to smash open pesky oil drums, as well as a high attack rating.

## GROOVY BASELINES

Your Base Camp contains the Junk Shop, an HP recharger and a gateway to the *Beats Avenue*—once you've paid a visit on your own. You can also set your own victory and defeat phrases there—a fun touch.



What's more is a *Beats Camp* if you can't take it with you? Be sure to read up on the new recharger *Capito*, your friends—some of them will give you the option to move your base camp. It's a good idea to do so every chance you get, because you still want to be prepared if your *Walker* dies.

## SOUTH END CITY

Take a moment out of your hectic schedule to visit beautiful South End City. You'll meet locals who give you cryptic hints about your father's whereabouts, as well as tips for dealing with the stresses of the outside world. Be sure to stock up on HP Capsules.

- **BASE CAMP**—HP Capsules, your HP
- **EDGE UNIT**—Access to *Beats Master* for a new *Core Unit*
- ▼ **HINT**—Go to **DISASTERS/QUEST**—Get information and/or items useful for just a price.

## COMMAND BASE

Head north from South End City and pass through a cave. You'll emerge in a mysterious area known only as *Command Base*. There a young woman named *Beal* will be a boon to you, asking that you retrieve a package for her. There's booty in it for you, so make yes your final answer.



Want to visit the *Energy Plant*? The bad, because your *Metal Walker* needs more fuel to evolve. You need to have a second *Air Core* before you can access time holes in the floor. Instead, make for the large building at the north end of the *Command Base* and visit the respiratory room.



Your new *Lead Core Unit* will evolve your *Metal Frog* into the *Metal Lurcher*, which looks like a huge creature on a pair of treads. With the new *Walker*, you'll be able to smash open containers.



Be the next of the south building you'll encounter *Capito* before it you talk over to him, he'll give you back the package and a new *Lead Core Unit*. The *Lead Core Unit* is 16 years old, but the package—which contains a *Silly Core Unit* generator—is still good as gold.

## WAITING FOR BADOH

Eventually, *Badoh* will become a friend, but for now he's just a thorn in your side. The first few times you try to set up a new base, he'll appear and ask if you want to swap bases. Note you can also swap with a friend by using the *Goose Link Cable*.



There's no possibility for losing *Badoh* down, but he'll grumble if you accept his terms, however, you'll be in for the light on your face on his next being whenever you're in battle. He'll be in to see to back up. Swallow up your strength and take him on.

## CAMPY BATTLES

*Badoh* is a pretty powerful opponent at this point in the game, and to make matters worse, you'll need to defeat him three separate times. The good news is that he'll give you loads of experience if you manage to take him down.



A *Core Unit* *Beats* in his own right, *Beats* knows all the tricks of the trade. *Capitales* are helpful, but keep in mind that he'll use them, too, and often scores a few shots at you to one up me of your previous special attacks. Scatter capsules for *Shulle* to eat you, HP to end HP 2x.



## ARMY AREA

The Army Area looks like most everything else in the Ruined Land, but don't be fooled by the drab yellow buildings, smoldering bomb craters and slightly paranoid locals—they're Core Units in their truest form! Meet up with plucky Emil, then go on a Core hunt.



Villagers will sometimes tell you the whereabouts of certain Metal Workers, pay attention to their advice, because more often than not you'll find they're speaking of what he said by the apt Metal Worker you must locate. Leave the work across, then buy those capsules.

## BATTLE ARENA

Before exiting after Emil, take a look at the map and head north to the small island where the Battle Arena is located. (Don't worry about Emil, he'll be with you when you rescue her.) You can occasionally see your capsules at the Arena, so you want to go there as quickly as possible.



Once you've traveled over the seas and to the Arena, you can join an escape hatch to move back and forth between there and your Base Camp. The Battle Arena is a great place to gain levels—you can restore your HP at the machine in the lobby after every skirmish, and the capsules give a lot of experience points.



Each of the arenas has a table for you to sit at and a table can take it on. They can bring you each have a list of enemies that you can face. You can't battle right away though. Each of you must spend 100 Battle Arena in the one player mode before battle. The capsules are possible.

Talk to the guy in the center to get capsules to reward. To switch your capsules, press Start by a capsule you wish to move, scroll by the one you want instead and press Start again.

## NORTH HEAD TOWN

After a brief respite in the Arena, go back to the Army Area and move west until you encounter North Head Town. It's a rather quiet place, but the locals are a bit sketchy. Talk to them all, then load up a Marine Core Unit and move west across the water.

## AIR FRONT

The town of Air Front falls for the favor of heart or the love of love, if you find yourself constantly being scrapped, make back and forth to town of your own mind how until you gain a few levels.



Once again, the townspeople are dropping helpful hints. Don't get caught up in battling with capsules, however. You can usually do more damage by simply sneaking into your opponent's.



Emil will try to take credit for your victory, but when push comes to shove he'll hand for the hills. Your Metal Worker battle is tough—see yourself in the north with HP 2 capsules and use them often. If you try to use offensive capsules in battle, chances are you'll lose.

TO  
USE  
CAPSULE



## BLIVE HARBOR

West of Air Front is the bedroom community of Blive Harbor. If you meet Emil there after your dramatic rescue, he'll use his powerful connections to search for your father. Once she finds him, head south for Radar Base A, but check out the computer program, Erko, before you leave.



## RADAR BASE A

It's a total, 600-in. size. What Emil thought was your father was just your rival Metal Master wearing their ID helmet. Teach the impostor a lesson in family values and send him packing.



The plot thickens when your dedicated fan sends that e-mail with your death square in accuracy as our Metal Master. Check the 16th week's Island Care Unit, wrap all the ropes in the Radar Base and then make tracks for the Desert Land.

## DESERT LAND

Don't be fooled by the Desert Land's diminutive size. Sometimes large evils hide in small places. Though you'll have Emil and Bushy by your side, it's a safe bet that you'll need to handle any battles solo.



Since you are in the Desert, land-based Whiskers will be plentiful. Your Air Care Units will be particularly handy there, though your movement level will suffer. We've said it before, but it bears repeat: **leg.** Make sure you have plenty of HP 2 capsules ready before you enter the zone.

## RADAR BASE B

You're not required to pay a visit to Radar Base B, but there are so many special treats inside that it's well worth the stop. Head south from South End City and over the water to reach the secret base.



Not only will you track down a special Sky Care Unit in Radar Base B, you'll locate a number of tasty recipes that translate into fairly powerful attacks. Be aware that you'll need three Air Care Units to explore the base fully and three Marine Care Units just to reach it.

## EVIL GREEN

Ever Green is the one area of Rusted Land that doesn't look like a cesspool. Trees are plentiful there, as well as angry guardians who want to ensure that you won't destroy them.



Make sure your HP is full before entering Ever Green, because you'll face a boss battle right off the bat. Air Care Units will work especially well. Afterward, meet up with Didi and his sister, Maria, to discover more about your father. He'll also talk over a Marine Care Unit.

## WEST SIDE CITY CHROME HARBOR

You won't find Care Units in Chrome Harbor or West Side City, but they are great places to build levels. Look for the B. Lance—it's a tough fight, but it'll dish out massive amounts of experience points.



There is a special Care Unit recipe for you in the south of Chrome Harbor, but you can't reach it just yet. You'll need to come back when you head up another Main or Care Unit.

## RED HARBOR

The worst thing about Red Harbor is that it's a peaceful town when not much happens. Actually that's the best thing about it, too.



Make sure your HP is full before entering Red Harbor, because you'll face a boss battle right off the bat. Air Care Units will work especially well. Afterward, meet up with Didi and his sister, Maria, to discover more about your father. He'll also talk over a Marine Care Unit.

## BRONZE ROCKS

The Dalik's suggestion, the next leg of your journey takes you to Bronze Rocks, a perplexing maze of caves, old mine-tunnels and master Walkers. You're also only a step away from a madman's vision with your missing father.



Naturally, there's no over-plotting. Just as you're about to scrap with the old man, another Metal Master takes his place and challenges you to a duel. Use your Murse Core Units to gain what for.



Getting through the Bronze Rocks can be a challenge, so take a close look at the map to the left. The numbers really have meaning, so if you're stuck by number one, you'll pop out by the other one that one.

## ENERGY PLANT



As a savvy traveler starts, the puzzles become much more difficult in the final two locations. A good strategy is to use your attack capabilities along the way and use yourself exclusively with HP 75.



Deep in the heart of the Energy Plant, you'll find a Sky Core Unit for the taking. Of course, you'll have to battle an angry Metal Master for it first. The Walker isn't quite as powerful as he may be, but if you're stuck, it is always right back and save your Walker one rubble.

## THE SPECIAL CORES

There are three Special Core Units scattered throughout the Rusted Land, some of which have already been mentioned. The Units aren't combined with other Core units; they act as three Cores in one, creating an incredibly powerful fighting machine for your stomping pleasure.



The Special Level Core Unit can be found at Madly Lake, but you'll need to protect these Murse Cores before you can reach it.



The special Murse Core Unit can be found on a small island to the west of Radar Base B, near South End City. The special Sky Core Unit awaits you inside Radar Base B.



## NEO CITY



A change in strategy will be necessary for Neo City. The walls here actually cause damage to upward Walkers, so you won't be able to use them for regular stunts or multiple hits. On the plus side, they do damage to your enemies as well. The Special Level Core Unit will serve you well there.

Your final battle takes place in Neo City, the source of the Rusted Land's current woes. Your father must be close, especially since you've already looked everywhere else.

## RUST IN PEACE

The world of Metal Walker certainly lives up to its name. There's lot of betrayal, and, well, a lot of killing. Approaches are often non-traditional, such as Tokeman with Roda, lot to live with in the unique system of private battles instead of an complete game over in it. There's also a whole lot of game play into Metal Walker—more than a half-hour of play and then still do plenty of scan data and save the world. It's a well-thought out game for the present, and love of the genre will certainly cheer Capeskin's latest release.

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A close-up photograph of a young boy with dark hair, wearing a blue headband with white stitching. He is blowing a large, translucent pink bubble of gum. The background is a bright green with a faint grid pattern. The text 'YOU'LL ask to be sent to your room.' is written in a stylized, bubbly font across the top of the image.

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### ESRB Rating System

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# STAR WARS

EPISODE I

# OBI-WAN'S

A D V E N T U R E S™

## MY KINGDOM FOR THE FORCE

THQ's Game Boy Color adventure chronicles all of young Obi-Wan Kenobi's exploits in the Film Star Wars Episode I: The Phantom Menace. Spanning some 1000 years, Star Wars Episode I: Obi-Wan's Adventures covers the same ground the Padawan journey traveled in the movie, taking Obi-Wan from his opening droid battle aboard the Trade Federation Ship to his fateful duel against Darth Maul. As in the movie, Obi-Wan's journey isn't an easy one, and this month's Inauguralistic guide covers the trouble spots with partial traps and the tricks of the Trade Federation.



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## WAYS OF THE JEDI

It'll take more than Jedi mind tricks to stop the underhanded Trade Federation from carrying out its plan to annex Queen Amidala's kingdom. To keep the threat a world away from Naboo, head up on collectibles and use the Force.



### Health

The top meter on your screen keeps track of your health. Each health power-up you find will refill three meters on your meter. The meter tops out at 10.

### The Force

Obi-Wan's telekinetic power is measured by the lowest gauge on the screen. Collect the energy spheres to replenish your psychic energy.

### Dissier Aaaa

A shot from your blaster is more powerful than a slash from your lightsaber. The trade-off is that you lose limited ammo. A refill power-up will add 10 rounds to your gun.

## TRADE FEDERATION SHIP

With trade negotiations taking a dangerous turn, Obi-Wan must warn Queen Amidala that her planet is in danger, turn the Federation's battle droids into scrap metal and slash the impetuous fun to enter its ducts to see your venture deeper into the spaceship.



### Control Panels

To disable the laser turrets, activate the top-left control panel, the bottom-right terminal and then the top-right control panel.



### Reflecting Towers

When you're wielding your lightsaber, repeatedly tap A to hit enemy laser fire back into the swiveling droids. The ruby-poly destroyer droids launchable droids, so launch a heavy barrage of lasers to zap them to destroy them.

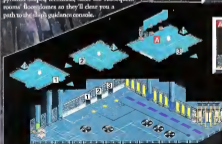


### Power Walking

The electrical switches of floor plates do not exit. Make a break for it when the floor isn't charged, and play it safe by jumping as you cross.

## TRADE FEDERATION LANDING CRAFT

Trapped aboard the enemy land, Obi-Wan must force the ship to land. To commandeer the ship, you must destroy the three Repulsor Field Generator shown on the small maps below. Once you've blast-riddled the pyramid-shaped terminals, slash the subsequent rooms' floorboards so they'll clear you a path to the ship's guidance console.



### Iron Air Hides

If you're surrounded, rapidly hit A to keep a passing fire from hitting you. As you deflect the shots, the surrounding droids will be easy targets for the lasers that rocket off your lightsaber.



### Repulsor Field Generator

Before you can destroy the generator at point A and disable the laser turrets on the lower map, you must turn on the computers. Activate the terminal on the right first, the one on the left second and the middle one last.



### Main Guidance Console

Once you've blasted the droids guarding the console, do a long tin control panel. A few good hits will activate the entire system for you.

## NABOO SWAMP

Destroying the Trade Federation Ship's guidance console proves to be a bit the extreme. The ship's controls go on the fritz, and the crash crash lands into a boggy corner of Naboo. Trade Federation battle droids see switching your arrival and will attack from the get-go, so come out swinging your saber.



### Swamp Birds

The wildlife of Naboo isn't just droids and wickets, and its park birds will often distract you away by pecking at you. Since they're so afraid of you, they'll have a tendency to hang there with you for a bit. Shoot them with a swoop of your lightsaber instead.



### That Sinking Feeling

An enemy on Yoda's Dog walk home, the Naboo Swamp is flooded with quicksand. Dig past sticky situations by keeping across the slippery streets of bog in the mud. Some rocks will sink under your weight, so cross the sludge quickly.

## NABOO SWAMP AND SACRED PLACE

The Gungan craft at the end of Level 3 will help you reach Coruscant, the capital of the Republic. Aim your blaster and maneuver through the bog, steering clear of the spherical mines the Federation has plunked in your path.



### Forced Entry

Use the Force on the mine at point A. When you take care of it by the log that jumps the water trap, you'll have to be a bit considerate, enabling you to realize your fear of the bog.

## CORUSCANT

Bounty hunters have infiltrated the capital city and will try to stop Obi-Wan from reaching the Jedi Council. The Jedi Temple towers high above the rest of the city, so you'll have to traverse catwalks and leap to ledges to reach the Jedi Masters, Knights and Padawans who await the Trade Federation news you've uncovered.



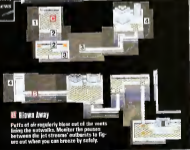
### Jump Pads

Arrive at where the three pads, and when you trip onto one, it will launch you where it points. Push the Control Pad in the direction the laser pad points so you'll ensure that you'll clear the gap you're jumping across.



### Bounty Hunters

You'll often have to defeat all enemies on screen before you can proceed to another area. Once you've defeated all of the enemies patrolling the platform, head for the jump pad to leap to area C.



### Blows Away

Puffs of air regularly blow out of the vents along the catwalks. Monitor the pressure between the jet streams' outbursts to figure out when you can breeze by safely.

## CATACOMBS OF THEED

With the Jedi Council informed, Obi-Wan returns to Naboo to liberate Queen Amidala's kingdom and the city of Theed. To evade her highness from the city, you must find a secret and safe path for her to take. Navigate and secure the city's ancient catacombs to forge an escape route for the queen.



### Rolling Stones

By placing a boulder at point A on the map below, you'll weigh down the switch that opens the door at point 1. Inspect the boulder at A, use the Force, and reposition the thirty rocks along the paths drawn on the map.



### Breakaway Tiles

When you walk through the door at 1, remember the herringbone that appears as the tiles and keep track of their order. Behind the door at point 2, step on only the herringbone you saw in the previous room (follow the dotted path on the wall). If you step on any other tile, you'll fall through it.

## STREETS OF THEED

The Trade Federation troops have captured Queen Amidala and her citizens. Explore the city to find the hostages, then free all of them before making your way to the assault tank at the end of the level.



### Freeing the Hostages

The hostages are the people trapped in dark gaps. To free them, you must knock them out of the cracks and deflect all of the bolts in the towards it side by



### Disabling the Tank

The Trade Federation tank parked in the hangar at the end of the level is your ticket into the palace grounds. Though you won't get to pilot the tank in the game, you must find it to complete your mission.





## QUEEN AMIDALA'S PALACE

The palace takeover was an easy victory for the Trade Federation since Queen Amidala's kingdom has no army. Her palace isn't without security measures, though, so you must activate her computer terminals in the proper order to penetrate the palace. Turn on the second terminal first, followed by the third one and then the first.



### End of Reign

The elegant palace grounds are landscaped with beautiful gardens. Pungy plants infest the area at night, and you'll be safe from their attacks if you stand behind a hedge. Control mechs on the other side won't shoot you either.



### Inside the Palace

Destroy the droids that have infiltrated the queen's palace. When you've eaten the back-stairs snacks, look for red stained-glass windows that stretch to the floor. If you enter one, you'll be able to exit through it.



### Save the Queen

Using the jump pads, walk your way across the castle's ledges. Queen Amidala is trapped behind one of the breakable windows.

## FINAL BATTLE

Obi-Wan's Episode I odyssey ends with a battle between the good side and dark side of the Force. Evil Darth Maul threatens the balance of the Galactic Republic and he awaits a duel with Obi-Wan in the galaxy's final area, Level 9. The arena contains only three health power-ups, so seek them out if the Sith Apprentice has got you on the run.



### Four Destroyer Droids

Darth Maul is in the Ralph Laing room. If you want to deal him without risking any health, you should consider the four destroyer droids guarding the Test room.



### Darth Maul

Occasionally, the Sith Apprentice will bend over to take a breath (especially if you use the Force on him). The best time to strike is when he stops to catch his breath.



## OBI-WAN'S WIN

While Star Wars Episode I Begins was about Anakin Skywalker's shining moment in The Phantom Menace, THQ's game is the first Nintendo 64D game to highlight Obi-Wan's side of the story. Taking you from outer space to Naboo to Coruscant to Theed, Obi-Wan's nine-level adventure captures enough of the action and story of Episode I to please any Star Wars buff. And better yet, Jar Jar Binks makes only one brief (and first) appearance. ☺



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SUN  
VERSION

# ROBOPON™

BUILD'EM, COLLECT'EM, TRASH'EM!

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Picture intelligent motorcycles and mechanical canines battling each other until one of them is left for scrap metal. In a nutshell, that's Atlus's Robopon: Sun Version for Game Boy Color. The robo revolution is about to begin.



## ROBOPON WORLD

One day you'll wake up to find that groups has put you in charge of the family Robopon business. Your goal will be to become the greatest Robopon collector on the island, and Nintendo Power will show you the road to success.



### Arm-Type

Arm-type Robopon can equip parts and software, and they're great attackers. Collect the different types of Robopon by catching them, trading for them or buying them.



### Move-Type

Move-type Robopon are quick and can jump well. They're particularly good in skill games like *Junior* and *Spreader* in the *Beats & Competition*.



### Boot-Type

Although Boot-type Robopon can't equip software and parts, they have high defense ratings. Many Boot-type and other types of Robopon can evolve, as well.



## BUILD 'EM

NAME	SOFTWARE	SPECIAL EFFECT
STEAM	Fire + Water	Gives enemy Fear status
SHORT	Water + Thunder	Gives enemy Fast status
BLACK	Sky + Shadow	Stops Evil-type attacks
SMOG	Sky + Gas + Wind	Blocks Sky-type attacks
LOVE	Light + Kiss + Kiss	Increases enemy's HP
ANTI	Queen + Pulse + Power	Reduces enemy's EP
FLY	Speed + Wind + Power	Removes your team battle
BARRIER	Pulse + Pulse	Gives you barrier status
FEAR	Evil + Evil	Gives enemy Beg status
SMOKE	Fire + Oil	Gives enemy Fog status

When you combine different kinds of software in a Robopon, you may create special combination techniques. If you use Fire and Water software, you'll get a Steam combo, which may cause foes to overheat. In all, there are 164 different combinations. You can get them all by pairing each type of software with every other type. The chart above gives you a glimpse of the variety of possible effects.

## TRASH 'EM



	Fire	Water	Wind	Earth	Thunder	Shadow	Light	Evil	Queen	Speed	Sky
Fire		✕	△	○							
Water			△	○	●						
Wind				✕	○						
Earth					✕	○					✕
Thunder						✕					○
Shadow							△	●			
Light								△			
Evil											✕
Queen											✕
Speed											○
Sky											○

Each piece of software has one of 12 attributes such as Fire or Water. When you face opponents, the game compares the attributes that your Robopon has with the attributes of the Robopon you're facing. You may have an advantage, a disadvantage or no advantage at all. Use the chart and key to see how the attributes compare. Your Robopon's are on the left and your opponents' are across the top. The types are Normal (Nor), Fire (F), Water (W), Wind (Wi), Earth (E), Thunder (Th), Holy (H), Evil (Ev), Ground (Gr), Ice, Sea and Sky.

## TOWN TALK

In Robopon, all the action takes place in towns. Each town has shops and facilities, and there are often special dungeons or towers where battles take place, too. Talk to all the people to get clues. Some of them may even give you free Robopon.

### Item Shop



Buy useful items such as Light Oil and Berries in the Item Shop. Shops in towns that you visit later in the game may have more potent and rare expensive items.

### Repair Shop



The man in the Repair Shop will return your active team of Robopon to full working order in just moments. All you have to do is walk up to him and get the treatment.

### Laboratory



The Laboratory serves several functions. Take your Robopon to a lab when the robot is ready to evolve. After you've invested money in a lab, you can go back to buy Robopon there.

### Parts & Software



One-click in the shop sells parts and the other sells software. Pay particular attention to the amount of RAM the software requires and whether you can equip particular parts on your Robopon.

### Healing Ponds



Look for small ponds in towns, dungeons or towers. If you stand at the edge of a pond and push the A Button, you will restore your Robopon to top-top shape.

### Time Zones



Certain areas of the game are off-limits except at certain times of the day. You can get around that problem by resetting the game's clock using the Set Game/Time menu option.

## EXPLORE!

Useful items are lying around the island. Look for them in chests, flower pots and stuffed bears and on the ground. Some of the items bears hold may turn out to have a negative effect.



## CAPRI TOWN

Your quest to become the Legend #1—otherwise known as the best Robopon champion on the island—begins in your home town. Your family business is in Capri, so you'll return often to build new facilities and try your hand at the Genesis 5 minigames.

### Good Morning



When you begin the game, big threats are afoot and your fortune is about to change for the better. Never mind waiting up to the sounds of Robopon battling behind your house.

### Robopon Dispatching Co.



Grandpa's logic, having had enough of the Robopon-bait Robopon world, will leave you the family company. It's also how you score money and collect items. From those humble beginnings, you can collect up to 150 Robopon and build the company HQ into a towering success by adding new floors.



### Bisco's Bullies



When Bisco's gang starts giving Lavi a bad time, you'll have to stand up to them and give them what for with a Robopon battle. Upgrade your army a special move instead of the fearless powerful standard attack.

### The Elite 8



Visit the Elite 8 in the following order: Rika, Sandy, Mavis, Yoko, Rix, Haru, Meg, Hime, Rika, Meg, Sandy, Haru, Mavis, Rix and Yoko, and finally Lavi. He'll earn the powerful Golden Snarry Robopon.

## LIBRA TOWN

The first new town you'll visit is Libra Town. In Libra, you'll get a real taste of Robopon battling. The big event is a tournament headed up by Bisco, and to enter the tournament you must earn the Participation Certificate by defeating all the teachers in the school.

### Rena of the Elite



You'll meet Rena in Libra Town. She's one of the Elite 8, and she's desperate to add another Robopon to her collection. Return to her once you have a fight.

### Northern Trail



Head north through Libra Town to a passage that's blocked by one of Bisco's buddies. Show them a thing or two if you don't; then, you'll have access to the school building.

### Genesis 5



Back in Capri Town, behind the recreation desk of the Robopon Dispatching Co., you'll find five mini-games that you can use to win money, items and experience. Complete in the Jumpin' game to make lots of dough.

### Basement Battles



To the left of the school, you'll find the basement stores. You'll also find collectable and sold Robopon that you can catch. The gift by the stairs is always willing to fight—a great way to build up experience.

### Libra School



You must defeat each of the seven teachers to fill up your card and earn the Participation Certificate that lets you enter the tournament. Once your card is full, see the Precept in the basement.

### Tournament Time



Bisco won't be pleased to see you, and he has three Level 6 Robopon to back him up. If Sandy is at Level 8, you'll win easily in most Robopon battles, the higher-level Robopon will win.

## TAIL CASTLE

Tail Castle is the center of the continuing battle to determine the status of the seven legends of Robopon fighting. Prince Tail is Legend #1, but you won't fight for #1 status for a long time. Your first trip to Tail Castle will be to compete for the title of Legend #7.



### Riz of the Elite



Riz of the Elite likes her heart set on getting a Robopon called Whacky. If you find a Whacky and give it to her, she'll make you a friend.

### Robopon Dome



The Robopon Dome is a large building to the west of the castle. Here, you'll find a crowd waiting to see a legendary battle. Most of the top entry tickets take place in the Dome.

### Legend #7: Bisco



Bisco will challenge you with Lavi, Rika, Grant and Hoshi. If Sandy is Level 8 and you have some extra DM, you'll win the title and earn 50,000 Exp. and 1,200 DM.

## CALEYA TOWN

Caley Town is the home of the broadcasting industry on Picoon Island. You'll discover that the townfolk are obsessed with Miss Annon, a TV star. You'll have to explore the two TV towers and talk to all the starstruck people. Caley is the gateway to Veeza Village.

### Sandy of the Elite



Sandy will be looking for a Robopon known as Rotor. She'll trade a Robopon owned Card for Rotor. It shouldn't be very hard to set up the trade since Rotor is found in several battle zones.

### Big Tower



The Big Tower will be full of Annon's fans. Battle them to gain experience. You'll be able to collect wild Robopon, as well. Later, you'll spin a slot wheel to higher levels of the tower.

### Dude's Lamp Store



The little shop to the left of the Big Tower is Dude's Lamp Store. Dude wants the rare Sea Grape that is found in Veeza Village. He'll give you a lamp if you bring him the grape. The lamp will light your way in Eraboo Cave.

### Small Tower



The Small Tower is the doorway to Veeza Village. If you turn on the old 27" TV and stop it, the TV will warp you to the seaside village and open a normal route back to the rest of the island.



## VEEZA VILLAGE

Veeza Village will have some surprises for you. If you return to Caley and talk to Dude, he'll tell you about the Sea Grape. Then, on the second trip to Veeza, you'll find shallow water full of items. The entrance to Eraboo Cave is nearby.



### The Shallows



If you wade across the shallow water by the stairs, you'll find the Sea Grape and plenty of other items. These secondary items may be useful down the road, so grab everything in your Garage. The Pearl is worth 10,000 Gold.

### Eraboo Cave



Light up the dark cave with Dude's Lamp. To the left is a healing pond. To the right and down a level is a cave. You can push the rocks into the holes to block the water and reveal the stairs.

### Warped TV



You'll come to another TV that can warp you through space. In fact, you'll enter a series of TV warps that will lead you back to the Big Tower in Caley. The mystery of the satellite dishes will be solved.

### Legend #6: Emron



The guard on the stairs will want to fight a Grass 5 battle. After defeating him and several others, you'll face Annon in the Game for the title of Legend #6 and earn 250 experience, 5,480 Gold and a Linklet.

## CAROL VILLAGE

Your next challenge will be in Carol Village. The dastardly Smiley Group rules the desert town, and someone needs to send the thugs packing. You'll also visit a mechanic and jump down a well to reach a system of passages.

### The Smiley Group



Vene and his go-kart buddies will pick a fight. They'll make off with the Desert 1 that you got from the lets go there and the stolen Robopon at their hideout on Grass Mountain where Mr. Wiko will be waiting for you.

### Down the Well



If you jump inside the well in the middle of town, you'll find wild Robopon and a guy named Hunter who is guarding a treasure chest. Use a warable control to unlock the chest. The prize in the chest will be different depending on the service signal device that you use.



## COOLS TOWN

### The Gang's All Here



Five members of Snikley's Gang will challenge you. Four of them will fight you with a Level-19 Speedy, and one with a Level-19 Spewdy. Their Aerial attacks may make it difficult for you to get a hit unless you counter with Smoke or Fog.

### Mays of the Elite



You'll find Mays shopping in the underground town of Cools. Watch her go—she'll tell you that she's looking for a Robopon named Card. If you have Card, trade it to her for a Robopon named Prate.

### Mr. Mayor



The Mayor of Cools respects area you've given the town to Snikley's Gang. He'll find you underground and add you to the citizens of the hidden town. You'll find shops and people with information.

### The Lost Wrench



The Mechanic will reveal that the Golden Wrench is in the well. If you send him to convert a Mobsot into a Cycsoy, you'll have to go after the invisible tool. Once the conversion has been made, you'll be able to reach G Case Mountain.



## GREASE MOUNTAIN

### Cycsoy



Use the Cycsoy to cross the desert sands, looking for wild Robopon as you drive around. Even with the Cycsoy, you won't be able to drive up the slope until you have Speedy.

### Secret Passage



The sun at the bottom level of the mountain cave knows that a great treasure is just beyond his reach. He'll need your help to get it. After you get a Blue Bomb in Grandale, return to see the man.

### Rock Drop



Climb to the top level in Grease Mountain and push the rocks through the holes in the floor. That will open up the path to the man on the bottom level who needs a bomb. Return since you've found the bombs in Stone Lake.

### Invisible Holes



The rock chamber has hidden holes that will show your progress. Every light spot on the floor in the chamber below corresponds to one of the holes. Avoid the holes to reach the door in the far wall.

### Step up to Speedy



When you leave the mountain, you'll find one fly of Snikley's gang from here, you'll visit about a man in Coral Village, and that man will tell you about Joe in Cools Town. Joe can turn Cycsoy into Speedy.

### Legend #5: Mr. Wild



You'll have to defeat you on the highest of Grease Mountain before you see Mr. Wild in the Cave. Wild will bring out Dosbot, Snipe, Mack and Deemo. Your victory will win the release of the Dosbot.

## DINE TOWN

After taking the title of Legend #5 from Mr. Wild, you'll be able to go to Dine Town beyond Vazna Village. The fortress townspeople live in fear of a person named Kuzan who is raising an army. Stock up with powerful parts and software at the local store.

### Yoko of the Elite



Look for Yoko on the west side of town near the well. She'll be searching for a Robopon called Prate. Is it rare for your Prate, she'll trade you a Wrenchy.

### Karnot's Army



Sign up for the army in the large house at the south end of the town. It will cost you 1000 Gold when you join. Choose one of the 5 disciplines to join, such as the Jumper or Puncher Squad. If you pass the preliminary test, you'll be able to move on to Apollo Fort and Ping Village.



## APOLLO FORT

Kamat's fort contains six towers where you'll have to prove your skill at the five Genesis 5 competitions before entering Kamat. You'll also find stores and other buildings where you can replenish HP and buy items. The towers are a great place to earn Gold.

### The Towers



Once you've earned a badge from the tasters at the recruitment center in Dino Town, you'll be able to enter the tower in Apollo Fort for the same disciplines. Inside the towers, you'll find soldiers willing to fight in that discipline. You'll also find wild Raptoson with levels in the mid-30s.

### Legend #4: Kamat



After beating all five Genesis 5 towers, you'll find Kamat's twin fellow her back to the Dome in Tall Castle. She controls Level-30 Raptoson including Skully, Sparks, Pouch and Pirato.

### Lisa Lost



After defeating Kamat, return to Capri. You'll learn that Lisa has been taken to Libra Town. In Libra, look for Lisa and Dr. Genoa's tower. Lisa will give you several hints.



## PARO VILLAGE

The town along the southern shore is the jumping-off point for Bird Island, but you must have a flying Robopon to make the trip. Look for very powerful parts in the Parts and Software Shop. Using Doabot, you can dive into the pond in the north.

### Hirens of the Elite



Hirens looking for a Robopon that fits with her wardrobe. Apparently, Hirens just the robot to complete her look. You can trade Fire up for Boiler. Later, she'll ask you for Scorids.

### Bird Island



Once you have a flying Robopon such as Paga, you'll be able to soar across the water from the dock in Paro Village to the dock on Bird Island. Follow the trail on the island until you reach a cave.

### Bisco Returns



In the caves, you'll encounter many Flying-type Robopon such as Duke and Lutor. Follow the trail until you reach Bisco, who will battle you with Lingo, Horco, Great and Hebel. You'll win a Level-40 Rody.

## GHANA LAKE

The strangest town on Porombo Island is Ghana Lake. It's an entire town that sank into the lake after an accident with a bomb. The tenseous townsfolk, rather than leave their town, took up an aquatic lifestyle. As you explore Ghana Lake, look for hidden bombs.

### Take the Bait



You'll get a fine rodent truffle bait at the store near Ghana Lake, but you'll have to buy the most expensive bait, Sukiyaki, if you want to get more than a nibble.

### Look What I Caught!



A boy from Ghana Lake will grab the Sukiyaki and put you underwater. To make up for the inconvenience, the boy's mom will give you a snorkel so you can stay in the underwater town.

### Bomb Town



Look for burrows in the house of Ghana Lake as you find the old bomb maker's house in the north part of town and one other house with hidden bombs; you should discover four bombs in all.

### Disc Developments



Return to the tower in Libra Town and use one of the Red Bombs to blow up one floor of the building. Lisa will encourage you to find more bombs so you can finish the job.

### Accidents Will Happen



Return to Ghana Lake. The boy who loves Sukiyaki will drop a bomb and make the town reappear on the surface of the lake. Take the unopened air tray and follow the trace to reach every bomb.

### Legend #3: Dr. Dico



Blow up the remaining floors of Dr. Dico's tower. Once you've brought them down to earth, he'll be happy to face you. He'll use Crowds, Dolly, Zap and Snake. Winship will earn you 4,000 Gold and 370 Experience.

## MEIJI FOREST

Follow the instructions on the signs with care. If you do, you'll open up a path to the laboratory of Professor Donald in the eastern part of the woods.

### Sam, I am



Donald's assistant, Sam, believes that a Brownie (a type of woodland fairy) will appear at 6:00 p.m. at the cave entrance. Meet Sam at the cave at the appointed time to steal his right.

### Brownie Points



Enter the cave and look for Old Man Brownie. You'll have to solve the puzzle of the stones by placing the stones in such a way that they form the numbers 2, 3, 5, 8 and 9. Doing so opens a door to the bay.



## GOLD PLANE

### Dr. Zero's Plan



The evil Dr. Zero is bent on reclaiming the status of Legend #1, and he won't fight unless you prove yourself by defeating his cadre of minions.

### Zero's Heroes



You'll have to defeat three tough rickshaws, each with three tough Robopon at Level 45. Even if you win, Dr. Zero will drive the meatball battle. He'll fly to the Doom Forest, leaving you behind.



## DUMKI FOREST

### Dr. Zero's Mad Plan



When you meet the evil doctor again, he will reveal his insane ambition to crush the last Kingdom and rule the island with his own iron fist. Suddenly, Zero's flying saucer will become part of the growing Zero Castle.

### Top Down



You'll find yourself on the 10th Floor of Zero Castle with Boko. Take the wrapped to the 9th Floor, then wrap through the maze to the wing (go to the left). On the 1st floor, the exit is down and right.

### The Prince and the Madman



Go to the Dome where Prince Tai will have just lost to Dr. Zero for a while. Before you can challenge Zero, however, you must get the title of Legend #2 from the dearest piece, who is hiding at Cherry Hill.

## CHERRY HILL

### The Prince



The prince has been training in the caves, raising his Robopon to higher levels so he can reach Dr. Zero and redeem his throne. He will tell you that you must meet him back at the Dome.

### The Training Caves



Join your Robopon in the cave. You can also find a treasure there. At first, head to the right and down. Give Tim some needles to set up the rocks, then fight Hunter for the laptops of Momo.

### Legend #2: Prince Tai



Prince Tai will bring out Level 50 Staton, Puff, Draco and SS that when you meet him back at the Robopon Dome. Princess Daisy will be impressed a man when Prince Tai confronts Dr. Zero.

## ZERO CASTLE

At last, you'll face your ultimate challenge. As the Legend #2, you'll have the right to battle Dr. Zero for the title of Legend #1. Go to Zero Castle to meet your destiny and save the kingdom. The battle will take place at the top of the castle in the Zero Dome.

### Legend #1: Dr. Zero



Meet Dr. Zero in the Zero Dome for the final battle. Dr. Zero will use G-Bot, G-Bot, GG that and Brute all at Level 53. After he is defeated, Dr. Zero will try to blow up the tower, but help will be on the way.

### All's Well



Your final duty will be to return to Tai Castle to receive the laurel of Legend #1. You'll get the Championship Belt, too, so you'll be able to enter Title matches. After the credit roll, return to the castle to free Daisy.

## THE SUN SETS

The similarities between Robopon and Pokémon are not coincidental. Hudson Soft set out to create a simplified version of Nintendo's hit. The resulting game features 130 Robopon and lots of modifications, adventure, puzzles and exploration. The Sun Version of Robopon isn't scheduled for release in North America, so some of the trading elements will be watered down. Although Robopon isn't nearly as polished as Pokémon, it should keep you busy for 40 hours or more, and that's not bad for a Game Boy Color title.



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CARTOON NETWORK



# THE POWERPUFF GIRLS

**Blossom, Bubbles and Buttercup are hitting Game Boy Color with a one-two punch. It's your turn to help them save the world before bedtime.**

## Girl Power!

Sugar, spice and everything nice combine with Chemical X to make the Game Boy Color debut of Cartoon Network's Powerpuff Girls. Paint the Townsville Green and Bad Mojo Jojo are the first two of three games to feature The Powerpuff Girls, and each puts a different member of the terrific trio in the lead. Published by Best Entertainment, each game features five levels of fast-flying action plus bonus levels that you can unlock by watching "The Powerpuff Girls" shows and electronic trading cards that you can collect and trade with other Powerpuff Girls players.



*Bad Mojo Jojo*

*Paint the Townsville Green*



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## Powerpuff Power-Ups

As you sweep through Townsville in an effort to rid the city of evil doers, you can collect a load of helpful items that will give you power, energy and more crime-fighting opportunities.

### Winged Heart

As you fly through the city, your fight power diminishes. You must spend time on the ground to recharge or collect a Winged Heart to mix up your fight power instantly.



### Candy Heart

Non-toxic and pure energy. As each level begins, you have 20mg of three Hearts. When you get hit, you lose energy. When you eat a Candy Heart, you gain it back.



### Treasure

The citizens of Townsville have dropped their valuables in their haste to run from the villains. By collecting the treasure, you can add to your game completion score.

### Red Chemical X

The red strain of Chemical X, the secret ingredient that made The Powerpuff Girls into superheroes, will make you temporarily invincible.



### Black Chemical X

You can stan bad guys with Laser Vain, making them easy to punch and kick. Every vessel of Black Chemical X allows you to fire one Laser Vain shot.



### Sugar, Spice & Everything Nice

The ingredients that Professor Utonium used to create The Powerpuff Girls will give you extra strength to fight crime. Collect all three items to boost your Powerpuff Girl health.



## Innocent Bystanders

The citizens of Townsville have frozen in their tracks as thugs roam through the city. When you find them you can send them on their way and add to your game completion score.



## Bands of Bad Guys

The Gangreen Gang spreads through the city in Pain the Townsfolk Green, and Mojo Jojo's minions cause trouble in Bad Mojo Jojo. You'll battle bands of wandering buddies as you advance through each level, then you'll go up against one or two really tough guys as each level comes to a close.



Gangreen Gang

Mojo Jojo

## Powerpuff Girls Hotline

Hotline boxes give you the ability to call on the Super Attacks of all three Powerpuff Girls. When you need help, dial the Hotline to have Blossom, Bubbles or Buttercup arrive with a powerful dose of Powerpuff fury. Let's Go!



## A Lot of Heart

After you defeat the head bad guy in each level, you'll earn a very big Heart that lets you move on to the next level. If you haven't collected every item or freed every citizen in the level, you can return to that level at any time to continue your quest to clean up the city thoroughly.



# Paint the Townsville Green



The city of Townsville, normally a safe haven for all of its happy and productive citizens, has been infested by a crime epidemic. The prime perpetrators are evil guy Ace and his Gangreen Gang. No one is safe from the widespread mischief of the gang, not even the students of Pokey Oaks Kindergarten or the patrons of the Townsville Art Museum. The Powerpuff Girls headline a rising. Buttercup must take the lead and run the Gangreens out of town.

## Pokey Oaks School



### Gangreen Gang

The Gangreen Gang should know better. They've made a mess of Pokey Oaks Kindergarten, the Powerpuff Girls' home turf. It's up to you to help Buttercup make them pay for their mistake.



### Keane Escape

Ms. Keane is trapped in her classroom. When you find her and save her, she'll tell you where you can find Snake, the leader of the schoolyard bullies.



### Snake Attack

Snake is playing hoops on the school court. He'll throw the basketball at you if he has a chance. Hover close and wait for him to toss the ball, then swoop in for a swift kick.

## Art Museum



### Professor Ili Pavi

When you find Professor Utonium's screwdriver, you'll know that he is in trouble. Use the screwdriver to explore the air vent system and search for the professor.



### Beat the Bullies

Big Bully and Little Arturo are making a mess of the museum. Fly over Big Bully as he charges, then hit him from behind. When Big Bully is gone, go after the little guy with your Laser Voice.

## Townsville Subway



### Subway Search

The Gangreen Gang has gone underground. Find the subway key near the ticket booth, then take the train. You'll end up at the top of the train, flying from car to car.



### Bassy Discovery

By searching the streets and buildings, you'll discover Little Arturo and Snake, dressed as the Mayor and Miss Bellini. They'll tell you in an Ace's not place.



### Fight Fuzzy

After a too-tough tour through the streets of Townsville, you'll go against Fuzzy's jumps. Fuzzy flies in several directions at once. Fly over him quickly and hit him from behind.



### Get Grubber

You'll find Grubber in a locked subway car. As soon as he fires a shot, fly up and out of town's way, then go low and hit the Gangreen palook before he can reload.

## Townsville Dump



### Ace in the Hole

You'll receive a taunting message from gang leader Ace before you begin your exploration of the Townsville Dump. He's hidden in the depths of the dump, and he's waiting for you.



### Headout Showdown

Before you get to Ace, you'll fight up against the other members of the gang in their headout, two things at a time. Watch their moves and let them when they're vulnerable.



He once was Professor Utonium's bumbling lab chimp, but he became something much more dangerous—a vengeful mad genius bent on destroying humankind. Mojo Jojo has it in for The Powerpuff Girls and the people of Townsville. As the supervillain chimp with an oversized brain spreads mayhem throughout the city, only Blossom can save the day. Turn the danger meter up to 11 and help Blossom bring order back to Townsville, one monkey mission at a time.



## Utonium Chateau



### Bad Experiment

Mojo Jojo has returned to the scene of his brain-expanding experience and has taken the professor prisoner. You'll save the professor in your way to the chimp.



### Mojo Madness **MR**

The super villain chimp packs a powerful punch in his neurological suit. You can beat him easily if you stay on the stairs, since he'll not want for you to pass, then let him from behind.

## Bonsai Garden



### Flower Power

The grounds of Little Tokyo Bonsai Garden are under Mojo's control. Make your way through the maze of garden paths, avoid talking Dog (in captivity and now on to a battle with Princess).



### Puff vs. Princess

Princess has a special flight suit that allows her to rule over the skies of a garden canyon. Fly up to the clouds and if you let her down, then start her with Laser Vision and let her have it.

## Townsville Subway



### Missing Mayor

That mad, mad monkey, Mojo Jojo, has kidnapped the Mayor and taken him down to the Townsville underground. You'll find him way below the surface.



### Tunnel Terror

After you get the key to the maintenance tunnels, you can continue your search for Mojo Jojo and the Mayor in the lowest depths of the Townsville infrastructure.

### Great Battering Monkey

Mojo Jojo attacks with a helicopter-like blower suit. When he strales, seek high ground. After that, let him see it Laser Vision from the ground then attack when he is stunned.



## Townsville Streets



### Covertie Jungle

The city of Townsville is crawling with Mojo Jackalmen. As you fly over the city, be sure to rest if you run out of energy, use flight power. You'll finally find kidnapped Miss Delton after a long, dangerous trip.



### Rescue Townies

The Roach Coach wants to fill the city with bugs. He stands on a never-ending pile of them. If you touch the bugs, you'll take damage. Find a safe place to recharge, then swoop and attack.

## Volcano Mountain



### Walloo Wayhem

The battle starts up on Volcano Mountain. Enter the mountain caves and drop down to the rock underground. You'll find Mr. Krunk held captive in the dark mountain chamber.



### Mr. Mojo Driving

Miss Mojo wants for you while hideout in the top of the mountain. The supervision camp will fight with all of the evil projects at his disposal. It won't be easy, but you can prevail.

## Unlock Secrets

Both games are packed with bonuses that you can find by entering secret passwords. Watch "The Powerpuff Girls" on the Cartoon Network for passwords that will unlock new levels and special trading cards. Your Powerpuff Girls adventure is far from over.



## Collect Cards

As you explore Townsville you'll come across electronic trading cards that you can view by selecting an option on the main menu. When you collect cards, you can trade them with your friends. Two Game Boy Color systems, a Game Link Cable and two Powerpuff Girls games are required.



## More Power

Buttercup and Blossom have had their turn. Now time, Bubbles will blast through the bad guys in Townsville and prove that she is no pushover. The villains keep trying to turn Townsville upside-down and The Powerpuff Girls keep showing them the door, because the sisters are doing it for themselves. Make Professor Utonium proud and continue to help the girls on their crime-fighting crusade. 🌟

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## BLUES BROTHERS 2000



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# GAMER BOY a GOGO

GEAR UP WITH OUR  
GRAB BAG OF GROOVY  
GAME BOY GAMES!

## THIS MONTH

- Road Champs BXS Start #King
- Dave Mirra Freestyle BMX
- MTV Sports: T.J. Lavin's Ultimate BMX
- Walt Disney's The Jungle Book
- World Destruction League: Thunder Tanks
- Hoyle Card Games
- Cannon Fodder
- Monster Racer Explorer
- Army Men: Air Combat
- Grand Theft Auto 2



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## A TALE OF TWO-WHEELERS

As the popularity of extreme sports increases, so does the number of related video games. Skateboarding and snowboarding sims are already among the most desirable console titles, and now stunt biking is gearing up to become the next hot gaming trend. Case in point: Three new biking titles are being released for Game Boy Color this holiday season. We'll start by covering Road Champs BXS from Activision and HotGen Studios. While it doesn't have an endorsement from a celebrity biker, we won't hesitate to recommend the fast-paced, high-flying gem



# INSTANT ADDICTION

Stunt biking craziness surprisingly well to the handheld Game Boy, and RC BXS does a particularly impressive job of combining easy controls with fast, addictive game play. Grab your helmet and pads—you'll be spine bending in no time!



## One Step at a Time

The game guides you step by step. After selecting a bike, you start in training mode, learning the ropes and completing simple challenges until you're ready to begin a career and work your way into a tournament.



## It's All in the Timing

Speed is great if you're Lance Armstrong racing in the Tour de France, but it's not always a benefit for stunt bikers. While vertical tricks always require max speed, grinding and balancing stunts demand control and pause at a slower speed—which is why timing is so crucial for success in the game.

# UP FOR A CHALLENGE?

You must complete 22 levels by passing a variety of challenges before you'll be able to compete in tournaments. Each level introduces new skills or tricks of increasing difficulty. Read below to get an understanding of the various types of challenges.



## Speed Challenges

The name is misleading, because speed isn't always what you need to pass the challenge. The goal is to reach the finish line at the bottom of the screen before time runs out. An oval on the ground will show you the route. Obstacles like the one pictured need less speed than the half-pipe's to change lanes.



## Street Challenges

As you ascend into Career Mode, you'll have to earn points using a variety of stunts. Each new stunt you successfully land will raise your X bar, which increases the number of points you earn per trick.



## Variety Challenges

It's time to put it all together in Variety challenges, where the stunt manager around the course, performing stunts on various opportunities. The number above your speed bar shows how many stunts you've executed successfully. Considerable or one obstacle at a time as you work your way around.



## Vertical Challenges

Okay, you've got the basics and you're ready to try advanced challenges. Vertical challenges will teach you some stunts that attract the big crowds. Similar to Street challenges, Vertical Challenges require you to perform stunts within a certain amount of time or build points by landing a variety of tricks.



## Variety Is the Spice of Life

Road Champs BXS offers the most realistic combination of the new stunt biking games by requiring you to alter your routine and perform a wide variety of tricks to earn a winning score. In open stunts, you won't get any points for doing the same trick twice.

## So Many Tricks, So Little Time



With over 50 tricks to perform, you'll be able to learn only a few at a time. Before hitting the pavement, a list of required tricks will be displayed. For tournaments, you can check Trick Tips to remind yourself how to perform all the maneuvers.



Sometimes performing a new stunt in the time-pressured training challenges can be unsettling. As you advance your career, more stunts will be introduced in Single Run Mode so that you can practice executing stunts without a clock taking away on the screen.



## Course Challenges

In the unique Course challenges, you must perform five different tricks in each level. Try to take note of the obstacles that are on the course and be prepared to execute the appropriate stunts. Be sure to use the B Button to brake when you need to slow down for a grinding or balancing stunt.

## BXS Tournament Competition



All the best work has just got off, and you're ready to reach the sky or break the legs and judges. Each tourney consists of preliminary and final challenges on Street and Vertical courses. Always remember to impress the scorekeepers by performing a variety of tricks.



You've done your best, and it's in the hands of the judges. At the end of each run, your stunts and ranking will be displayed. The best way to win is to collect bonus points by tackling every obstacle on the course and ending up your routine with 10 Street stunts.



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## CAN YOU CAN-CAN?

In all likelihood, biking enthusiasts will add all three of the new Game Boy titles to their collections. But to benefit average fans, we're ready to break down the two remaining BMX titles. Acclaim's Dave Mirra Freestyle BMX has one obvious distinction: It's endorsed by a pro, who happens to be a former X-Games Male Athlete of the Year. And there are other factors that separate the game from its competition. For example, Freestyle BMX uses a 3-D perspective, which can cause some frustration at first but allows for more interesting scenery.



## TRAVELING TRICKS

The feel of the game is quite different from that of its counterparts, mainly because of the 3-D courses. Simple maneuvering will take a lot of practice, but once you get comfortable with the controls, you'll appreciate the rich details.



### Traversing in 3-D

You have complete 360-degree control, which is a feature that cannot be found in the other stunt biking titles. It adds a great deal of depth to the game but can also cause problems when obstacles keep you hidden from view.



### Landscapes to Explore

The wide variety and large size of the courses make this more than a stunt biking game. In some senses, it has elements of an adventure game. For example, to pass a level, you must search the areas and collect various objects.



### Breaking Down the Basics

For reasons, if you choose to accept it, it is to complete three goals on each level. Typically, you'll be asked to collect a certain number of items, score a certain number of points and perform a certain number of tricks. If you don't finish all three goals, you can return to the level and concentrate on the ones you missed. Each goal earns you a trophy, and each trophy results in a bonus point. The more points you have, the more bike upgrades, levels and pro replays you'll obtain. Look for training tips, which reveal new tricks and show you how to perform them.



### Grind it out with Two Players



While there is no two-player action available, Freestyle BMX does have a multi-player mode, which is more than the other two titles offer. Up to four players can take turns at a set in any of the available levels, competing for the best overall score, best grand score, best spin score or best landing.

## HINTS AND TIPS

Performing a variety of tricks is a running theme throughout all stunt biking games. But the unique style of play in Freestyle BMX calls for a few strategies that wouldn't apply in the other titles, such as studying pro course replays.



### Mixing It Up

Once again, you really need to use a variety of tricks to increase your score. Each stunt awards lower points the second time it's performed. Try to string several different tricks together to accumulate bonuses. Also, when grinding, keep your bike hopping to gain extra points.



### Studying the Film

Replays are a nice feature in the game, considering the complexity of the courses. Each time you complete a run, you'll be able to watch your replay. Collecting trophies will unlock helpful pro replays. Also, use training mode to practice levels.



### Take 'Em One by One

Don't attempt to accomplish all three goals the first time you attack a course. To start, focus on collecting the special reward points, which allow you to become familiar with the course surroundings. You can return to the course as many times as needed to complete the remaining goals.



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## A LITTLE ROCK 'N' ROLL

With the MTV label on the latest THQ creation, it's no wonder that the interface and menu design are slicker and snazzier than those of the other stunt bike titles. But surprisingly, once you get into the game action, you'll notice that the graphics and animations are a bit cheery and not as polished as the ones in *BMX* and *Dare*. Nevertheless, the game play is smooth and addictive, featuring a bunch of land and air moves, such as 360-degree tail whips and crooked grinds. Biking and TJ Lavin and a slew of other pros are playable in the game.



## PICK YOUR PRO

BMX fans will be more than thrilled to know that they'll be able to choose from a handful of available stunt-biking pros. There are also hidden bikers to uncover.

### TJ Lavin



The headliner of the game, who collected gold medals in the 1999 and 1999 X Games, has outstanding agility and an above-average amount of stamina.

### Chris Doyle



Doyle's amazing turning ability and solid tail agility give him a major edge over most stunt bikers. His speed and stamina are also above average.

### Collie Winkelmann



This guy really knows how to control. His tail speed is phenomenal, allowing him to reach great heights. His turning ability is also a major strength.

### Fuzzy Hall



Fuzzy's strong legs help him reach above-average speeds. And with his unstoppable stamina, hourly gets tired. His turning and agility are average.

### Jamie Bestwick



Another long-lasting king of stunts, Jamie can tear it up and out even better than a sweet. His agility is impressive, and his speed and turning are solid.

### Mike Ardolan



Used to a crooked speed and agility make Ardolan a high-flying master of bike control. But his lack of stamina is a flaw that can sometimes be costly.

## PLACES TO PLAY

There are three basic arenas where you'll compete, and each demands a different style of stunt biking. Unfortunately, the locations aren't as graphically interesting as those in the other BMX games, but the stunts are basically the same.

### Freestyle



The Freestyle course has a little bit of everything, including steep ramps, stairs and wall rides. You can explore, and the course will repeat itself as you travel left or right.

### Half-pipe



This is where you can reach the sky and pull off multiple superman back grabs or front flips. Speedy bikers will get more air, which is crucial when competing in the Half-pipe.

### Birt Track



The Birt track moves automatically and only goes in one direction. Timing and agility are important as you try to complete one stunt after another without hitting the dust.

## STRATEGIES

Ultimate BMX has a slightly different feel because your brake pedals automatically let's simply up to you to perform the right tricks at the right time. It makes playing the game easy.

### Tricks Times Infinity



You can pull off multiple stunts in one huge jump, resulting in high scores. Variety is not as essential for scoring high points, so feel free to keep pressing the same button.

### Upgrading



After completing a successful run and advancing to the next stage, you can spend your bonus bucks on awesome upgrades. Get new bikes, tires, helmets or tanks as often as you can.



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## NOT JUST BEAR NECESSITIES

Jungle Book is one of those extraordinary games that will make you stop and reflect on how far software for Game Boy Color has really come. With rich colors, creative levels and smooth game play, the new adventure is sure to bring back fond memories of Disney's superb side-scrollers on the Super NES. You will guide Mowgli through extravagant jungle worlds, battling nasty bosses and learning new skills along the way. As in most Disney side-scrolling adventures, the controls are easy to learn and the action is nonstop and exciting.



## JUNGLE EDUCATION

Mowgli starts as an inexperienced child, but after successfully advancing through a series of levels, the animals will teach him new skills that are essential for survival.



### Gather All Boss Head Tokens

Before entering a level, check the bottom of the screen to see how many Boss Head Tokens are hidden in the area and how many you have already collected. You can advance to the next level without having found all the tokens, but you won't be able to clear the stage until you've gathered all the tokens.



### Watch and Learn

Before using through in a new level, you will usually watch a film clip displaying a skill that will be added to your arsenal. Such maneuvers include running, crouching, jumping, swinging, and throwing and landing objects. You can use some previous past levels to help you uncover missing tokens.



### Ready, Set, Go!

Typically, the third and fifth levels of each stage put Mowgli through the race with an animal or on the back of Bagheera, a black panther. Each race will test a skill that you've recently learned. If you lose the race, you must start again. When you do Bagheera, the level will scroll out smoothly.

## ONE WITH NATURE

To Mowgli, the complex jungle maze is a familiar landscape. As he grows, he will be able to swing, jump, climb and run as well as any animal in the territory. But big challenges await. Mowgli will be faced with many difficult obstacles.



### Sunset Jungle

The Sunset Jungle is fairly easy and will allow you to master the basics of running, jumping, climbing, swinging various objects. The Boss Head tokens are not hard to find, although you'll have to explore all areas to uncover them. Be sure to distract dangerous animals by throwing fruit in front of them.



### Rainbow Jungle

In the Rainbow Jungle, you may miss several Boss Head Tokens and need to return to previous levels of learning new skills. The stage is more treacherous than the first because you can fall off cliffs. By the time you pass the stage, you'll be able to climb over and break through walls.



### Temple Ruins

It's about time Mowgli learned how to swim through the air. After developing crucial skills in the middle of the stage, you'll need to go back and find tokens on past levels. Remember that jumping and spinning will allow you to break through solid walls. And watch out for the heavy of deadly traps.



### Tree Tops

The Tree Tops levels have much more vertical territory, and you'll need to discover ways to reach high platforms. You'll learn how to slide on vines, which will help you pass over obstacles. In some cases, you'll have to slide and jump from vine to vine. Swinging skills will come in very handy.



### Desolate Jungle

You'll need to use all the skills you've acquired throughout the game. Your ability to combine those skills in a quick and accurate manner will determine your success. Fire burns everywhere, so you'll need to douse the flames with water. Watch every step—danger lurks below.



© 2000 the 3DO Company

## A NIGHT AT THE FIGHTS

With audiences worldwide hooked on seeing complete strangers try to survive on deserted islands, it is really that farfetched to think that we may one day watch battle tanks blast through cities to satisfy our entertainment craving? That is exactly the premise of World Destruction League: Thunder Tanks, a spin-off from 3DO's BattleTanks franchise. Earth is recovering from the Great War, and to please the surviving population, tank battles are staged every Friday night. That gives new meaning to the phrase "Friday night at the fights."



## ON A MISSION

While WDL is centered around the idea of a deathmatch, it remains similar to BattleTanks in that there are many missions to accomplish in each environment. With 12 characters to use and seven areas to stomp, the variety is endless.



### Are They Brave or Insane?

WDL's thunder tank warriors are as colorful and amusing as any wrestlers. But unlike wrestling stars, WDL tanks put their lives on the line during every combat trial. Each driver owns a unique tank, which has strengths and weaknesses. There are also two special weapons on each machine.

## BATTLE TACTICS

Any contest requires an incredible amount of strategy and progress planning, and WDL battles are no exception. Make sure you are extremely familiar with your tank, your special weapons, your mission and the location of the contest.



### You Are So Special

Each tank has two unique abilities, but they won't do you any good if you are not familiar with their capabilities. The picture to the right shows Brother Brassie using Shreddie's Death Ring by being around a corner and destroying unsuspecting opponents' armor. The Shredder always wins! Blast.



### Pile up the Frags

Frag grenades are the have-it-all token out, and they will turn you when you blast them in enough to double their abilities. But they won't be completely destroyed until you hit them a few more times. Destroying enemies could reveal power-ups, but don't get too close or the explosion will harm you.



### Mass Destruction

Turning a structure into rubble is not only fun, but valuable, too. Some buildings will reveal power-ups, such as health and weapons. As expected, driving your tank over them can squash small obstacles. Keep in mind, you won't want to destroy areas that serve as good hiding places.



### Multitasking

The wide variety of missions and locales adds length to the game. You could find yourself infiltrating a military base, destroying nuclear missiles, and taking the Learning Tower of Pisa, starting an earthquake in Japan, invading an island or even battling a stamp in the Kremlin.



### Follow Your Orders

Remember, you have an important job to do, so don't get distracted by the allure of blasting everything in sight. Read the current mission carefully before heading into battle.



A strategy map is available to help keep you on course. Wandering around aimlessly could get you into trouble, so be sure to check your map often. Don't overtake yourself; get lost or confused.



### Know When to Fold 'Em

There's a time when every contestant's health must retreat to safety if you're low on energy, run away from enemies and find some power-ups. It's a good idea to keep moving so that opponents don't get a look on you. Driving in reverse sometimes allows you to retreat while firing at opponents.



© 2003 Sierra On-Line, Inc.

## NO SHUFFLING REQUIRED

In the digital age, decks of cards are going to become as obsolete as cassette tapes. With the abundance of card sims available for home computers and the Internet, millions of people have become hooked on traditional games like Solitaire and Go Fish. Sierra leads the way in that department with the popular Hoyle Card Games series, which is a perfect fit for Game Boy. A colorful cast of opponents is available to compete against, and multiplayer options are accessible with the Game Link Cable. The only option missing is the ability to cheat!



## JACK-OF-ALL-TRADES

After spending a few days clutching your Game Boy, you'll find yourself a master of 14 different card games. There's a nice mixture of complex and simple games, and a detailed description of the rules is available for each one.



### Crazy Eights

Eight is the first one empty-headed. Discarding an eight allows you to change the ace suit, which is why they're considered crazy. And there are a few other crazies. Kings reverse the direction of play, Jacks skip over a player, and the Queen of Spades forces the next player to draw five cards.



### Cribbage

Cribbage has a complex set of rules and a confusing point system. But since the Game Boy takes care of the scoring, the math is easily changed and need not worry. Remember, at the end of each hand, the dealer will get the points in the crib. When not dealing, don't put valuable cards in the crib!



### Gin Rummy

Gin is a surprisingly complex game despite its simple mechanics. As a rule, draw from the discard pile only to complete a set. Three suits are ace, so try for two and knock as soon as you can to collect points from your opponent's unmatched cards. It will still make sense after you play a few times.



### Go Fish

Considering most people first played the game in grade school, the rules are not very complicated. Remember, it's partially a memory contest, so keep tabs on which rank each opponent asks for. Don't go to your hand by always trying to complete a set. Wait until you know who holds your desired cards.



### Hearts

To succeed in Hearts, you must discard wisely. Get rid of an Ace or King if you have no other card of the same suit, and if you only Spades in the Queen, always discard her because she costs 13 points. On the flip side, if you don't have the Queen, keep it. Spades can take the lead in your hand.



### Old Maid

One page, the focus on the Queen of Spades. Old Maid is absolutely the simplest game available, and it requires no strategy whatsoever other than avoiding ending up with the Queen if the Queen of Spades winds up in your hand, you can only hope that someone else takes her from you.



### Solitaire

There are several versions of Solitaire available, including Golf and Pyramid, but Four Fours is the most traditional. Before making a move, study the layout and look for trouble spots, such as Aces at the top of columns. It's a long time to take advantage of unopened and take advantage of empty columns.



### Spades

Spades is a complex team game that would take a book to write about, but there are a couple of tips that can be offered in the short paragraph. Always lead one if you hold a King or Queen. If your partner leads a trick with a high card, don't play a high card of the same suit. Consider your!



### War

War has a sum required so little strategy, but the card game can become well war in the sense that it tends to last forever and the players' skills to back and forth throughout the battle. You can find yourself with very little "ammunition" or suddenly ahead a bunch of cards from your opponent.



© 1993 Codemasters USA

## SPEAKING OF WAR...

With a perfect transition, we go from the card game version of war to a much more realistic rendition. Keep in mind, *Cannon Fodder* doesn't take itself as seriously as its slogan, "War has never been so much fun," implies. But there's still enough shooting and pain-induced screaming to stick the game with a Teen rating. Nonetheless, Codemasters has once again created a fun war adventure that is extremely challenging. The missions take place over several different landscapes, displayed with nicely rendered graphics and digital audio.



### Move along, Soldier



A red target is used to aim at enemies and move your troops through the area. The A Button forces your men to run toward the target. The D Button fires in the direction of the target.

### Travel in Style



No army cat with a moped ever strictly on foot. Take advantage of vehicles in some missions. Jeeps, helicopters, tanks and sleds will allow for fast travel and, sometimes, strong firepower.

### Honor the Fallen



When at the base, remember to pay respect to comrades lost in battle. All fallen soldiers are listed, as are the top five heroes. Madala awes you to these achievements to meet him.



© Terno, Ltd. 2001

## A TOWER OF TERROR

Terno has always been known for making games with a strong focus on concept and playability, and *Monster Rancher Explorer* follows that trend. At the same time, the graphics are responsible for current Game Boy standards. You will control an adventurous student named Cox, who is determined to uncover a legendary monster at the top of a mystical tower. Each level of the tower is represented by a new maze, in which Cox must find a key and unlock the door to the next floor. The higher you go, the more difficult the puzzles become.



### Boxed In



Cox moves around by buying and placing boxes. Some boxes store treasures, such as weapons, so be sure to break up mazes as you can. Don't keep an eye on the clock! Pause the game and study the map of the floor to save time.

### Big, Bad Bosses



Each level is filled with unique mini-bosses, and as you climb higher, you'll come across large bosses that pose difficult challenges. It's much more like a typical maze game.

### Make Your Own Level



Once you've mastered a route, you can build it and create your own wild levels. Then you can link with another Game Boy and trade the new worlds you've designed.





© 2003 The 3DO Company

## THE TANNIES ARE BACK

After several successful Army Men titles, it seems gamers still want more of the little green soldiers, and 3DO is happy to oblige with an Air Combat version of the classic battle between Green and Tan. In the adventure, the Green Army has called on the Air Cavalry, led by Captain William Blade, to guide them through battles in the backyards, playfields and sandboxes of the real world. Featured are six treacherous landscapes and 16 different missions.



### In a Pinch? Use the Winch



A winch is a long cable used to hoist objects into the helicopter. Press B to use the winch and collect power-ups, such as health and weapons. You will be vulnerable when using the winch.

### Shoot Springy



Weapons have slight homing capability, so concentrate on flying and not aiming. Don't worry about blasting everything in sight. Stick to the mission and check your map often.

### Copter Controls



Flying enthusiasts can choose the more realistic controls, allowing the helicopter to follow, turn, fly backward and queue circles. For example, traditional 0810, choose option two.



© 2000 Take2 Studios

## LITERAL HIGHWAY ROBBERY

The infamous and controversial car-jacking controversy has inevitably found its way onto the Game Boy. GTA2 places you on the streets, working for three different gangs. Take2 Studios has done an admirable job of converting a console winner into a portable game, but it's important to note that the controls are cumbersome and will take a lot of getting used to. Also, the game is rated Teen and not intended for anyone under 13.



### Offers You Can't Refuse



You're good at what you do, which is why three different gangs are constantly requesting your services. You have the freedom to accept whichever assignment you desire, but don't ignore one of the gangs for long, or you'll be sorry you did.

### Across Town and Back Again



The gangs will have you traveling miles and miles across expansive cities, so grab a car to save time. Be sure to stack up on weapons, because you never know when a situation will get hot.

# DRAGON'S LAIR



## DIRK THE DARING IS BACK!

Control the fate of Dirk the Daring in the long-awaited return of Dragon's Lair, now for Game Boy Color. The fair princess, Daphne has been seized by the evil dragon, Singe and only Dirk the Daring can rescue her from his clutches. On your quest, you must fight your way through the castle of the dark wizard who has enchanted it with treacherous monsters, traps and other obstacles. Lead on brave adventurer!

GAME BOY  
Color

ESRB  
E

Animated/Video  
Requires 2+ Players



CAPCOM

GAME BOY  
Color



capcom.com

# NOW PLAYING

## POWER GUIDE TO THE LATEST RELEASES **JANUARY 2001**



### SPIDER-MAN

Peter Parker's in a pickle in a Pak praised by Power.

Your Spider Sense isn't tingling because you're not going to get any bad vibes off of Activision's superb superhero game. Another stellar N64 entry from Edge of Reality (the developers of Tony Hawk's Pro Skater), Spider-Man shows how the company has a knack for translating larger-than-life moves into a fun format that does them justice. The acrobatic arachnid can sling out dozens of stunning maneuvers, and it's worth the initial hassle of getting used to his wall-crawling, web-slinging antics. Hoarse situations, supervillains like Venom and Galley are you can unlock by finding items keep the amusing Spider-Man swinging with enough wham-bam action and comic-book pizzazz to make a True Believer and Spidey fan out of anyone.

**COMMENTS:** Jenni—

Spidey wants to crawl all over any wall or object he gets too close to, and that can hurt you in levels where you need to run and avoid gunmen or supervillains. Andy—The play control isn't perfect, but considering that Spidey can crawl upside-down and swing wherever he wants, I'd say that the execution is close to brilliant. George—It really captures the spirit of Spider-Man. The play control is fast and responsive, and the hit detection is excellent. Scott—Spider-Man actually handles how he's supposed to, which is something I've never seen in a superhero game. The only negative thing is that it's over too fast—that's where this game loses a star.

Chris—Familiar houses, cool moves and an authentic comic-book feel show off Edge of Reality's ability to convert a good idea into a great title. Just like the company did with Tony Hawk's Pro Skater. Drew—It's the superhero game that finally got things right.



- Action/Adventure, Mega Hit
- 1 Editor
- Available on Windows
- Pak compatible
- Experience Pak enhancements
- 8 levels

ACT	★★★★★
CRIC	★★★★★
GAME	★★★★★
JUL	★★★★★
SCOTT	★★★★★





## POKÉMON PUZZLE CHALLENGE

When Pokémon and Tetris attack . . .

No matter how you present Tetris Attack, it'll be a wholly absorbing and fun puzzle experience. Pokémon Puzzle League for N64 revamped the excellent Tetris Attack with a Pokémon theme, but it never really captured the true essence of being a Pokémon Master—catching 'em all. While the N64 brass burner didn't fully integrate its Pokémon theme into the feverish shuffle of block busting and rearranging, the GBC version does—and to great effect. The combos and chains you create by deftly maneuvering puzzle pieces will damage your rival Pokémon, and a victory or a big combo or chain can even net you a new Pokémon. Puzzle freaks will have a hard time putting down the frantic game,



and the additions of unlocking and finding all the Pokémon will make PPC an even bigger obsession.

**COMMENTS:** *Seiji*—It's just as fun as Puzzle League, and it's just as addictive. *Jill*—Great! It really hasn't lost much from the N64 version of the game. *Jenni*—Completely fun, totally engaging, fun, challenging and so much more. So the whole thing has a Pokémon essence about it that's higher some, but it will enthrall others and the puzzles are incredibly fun and challenging no matter how you feel about Pokémon. *Chris*—The replay value is amazing. Fans of Tetris Attack and Puzzle League should add this to their Game Boy library immediately. *Jason*—If I could pull myself away from this great game, I'd gush with some sort of ringing endorsement here. *Drew*—Pokémon Puzzle Challenge is second only to Tetris in the world of time-eating puzzle games. Its many variations of the core game will provide unaltd hours of fun and frustration.

5

GAME BOY COLOR



- Masterful gameplay
- 110+ levels
- Excellent replay value
- GBC exclusive
- Some lock screens

JASON ★★★★★

JENNIFER ★★★★★

JILL ★★★★★

CHRIS ★★★★★

SEIJI ★★★★★

DREW ★★★★★

EVERETT ★★★★★

ESRB: E Suitable for everyone

100% FUN



## HYPE: THE TIME QUEST

Ubi Soft gets medieval with Playmobil.

A first-rate sword and sorcery adventure starting Playmobil toys, Ubi Soft's time traveling epic is more than just a game based on plastic playthings. Successfully creating a lush, medieval world worth exploring, Hype boasts wonderful side-scrolling platform adventuring intermingled with top-view, RPG-style town exploration. The game play is almost like a very modest mix of old-school Zelda and Mario, and every level comes alive with surprises and secret areas. Clouds, tree branches and other places you thought were just window dressing turn out to be hidden spots you can explore for items.

The game's hero, an oddly named Knight called



Hype, fights with a sword, bow and, eventually, magic spells that he's learned during his travels. Every level is varied, ranging from jump-and-climb areas to flying dragon rides, and all of it is worth raving about. The game deserves the hype, and it deserves the time of children and adults alike.

**COMMENTS:** *Scott*—The variety of activities and perspectives makes Hype a surprisingly good game. Don't let the Playmobil license fool you—Hype is for everyone. *Drew*—Hype combines some of the best elements of RPG/adventure and platform games into one great package. *Jenni*—Hype is a solid game that's half RPG and half platform-style fun. The color is lovely, the graphics are large and nicely modeled, and the play control is very good and easy to pick up. *Jason*—Undeniably a top-notch adventure that keeps you on your toes with engaging graphics and diverse action. It brings the Playmobil toys to life, and it sets forth plenty of fun ideas of its own.

4

GAME BOY COLOR



- Ubi Soft's finest
- 1 plot
- GBC exclusive
- Infrared port capability for testing
- Ubi Key feature

JEAN ★★★★★

DREW ★★★★★

JASON ★★★★★

JENNIFER ★★★★★

SCOTT ★★★★★

EVERETT ★★★★★

ESRB: E Suitable for everyone

100% FUN



## MEGA MAN XTREME

Out of the blue comes the Mega Man X series for GBC.

A revamped version of the revered Mega Man X series for the Super NES, Mega Man Xtreme plays like the best of the Blue Bomber games. The side-scroller game stars Mega Man and his loyal companion, Zero, in classic levels that look as good as ever on the GBC small screen. Miniaturized but packing as much power as the originals, Mega Man Xtreme is a shoot-'em-up blastfest loaded with an arsenal of power-ups and weapon upgrades. Finding the right weapon to unleash on a boss is part of the Xtreme excitement, and MMX reacquaints Mega Man with familiar foes, as well as with a pair of new bosses and characters and some secret stages.



**COMMENTS:** Scott—Mega Man means lots of action, cool power-ups and challenge. So Mega Man Xtreme recycles levels we've seen before, but it's the first Blue Bomberman that's been optimized for GBC. It deserves every star *Scorp*—I would have rather seen new levels and bosses. That's what's keeping me from giving this five stars. It's still fun, but I've already played it. *Jenni*—An enjoyable little robot romp with just enough challenge to keep it interesting. It's great if you love old-school, side-scroller, shoot-'em-up. Draw—Mega Man maniacs will have a blast with this throwback to the originals. It's another solid platformer for GBC.

3½



- Classic 8-bit graphics
- 1 player
- GB and GBA compatible

CRIT ★★½  
 DEV ★★★★★  
 GENE ★★★★★  
 JAM ★★★★★  
 ALL ★★★★★  
 MATT ★★★★★

EVERYONE E  
 EMM endorsed  
 violence



## WALT DISNEY'S THE JUNGLE BOOK: MOEWGLI'S WILD ADVENTURE

Tap your inner wild child in a Kipling classic.

In Disney's animated version of *The Jungle Book*, *swagga!* singer King Louis sings, "Ooh-oo-oooh, I wanna be just like you," and that sentiment for adventure seems to be what *Ulti Soft* strives for in its side-scrollers. With slick and eye-popping GBC platformers like *Rayman* and Disney's Donald Duck to its credit, *Ulti Soft* has become the foremost producer of hop-and-bop dancers. *The Jungle Book* is the latest side-scroller it's churned out, and it provides more of the same—fairly generic platformer action set in lavishly illustrated worlds.

Every step-of-the-way is worth gawking at, though seasoned gamers will find *Mowgli's* journey to be a rather basic one that's spaced up only by the

occasional racing level. Then again, *The Jungle Book* is intended for novice gamers, and *Ulti Soft's* gorgeous game perfectly panders to its audience. The teach-by-example video tutorials that precede levels requiring new moves and puzzle-solving techniques are excellent tools for beginners. Mildly difficult, but never insidiously easy, *The Jungle Book* is a worthwhile expedition for young Disney fans.

**COMMENTS:** *Jenni*—This has spectacular graphics—even the smallest monkey and tiniest bananas look fab. *Scorp*—If you're looking for something to play in a couple of hours, this is your game. *Scott*—The graphics are so appealing that you hardly even notice the game play for a while, which is fairly standard platform stuff. *Jason*—What it lacks in challenging game play it makes up for in great graphics. It's surely worth the time of younger audiences and at least a look from older ones. *Oliver*—A perfect example of what a side scroller should be.

3½



- Excellent 3D graphics
- 1 player
- EASY TO PLAY
- 20 stages

NEW ★★★★★  
 GENE ★★★★★  
 JAM ★★★★★  
 ALL ★★★★★  
 MATT ★★★★★

EVERYONE E  
 Soft title for parents ages 3 and older





## METAL WALKER

Scrap metal scrappers battle it out in Capcom's RPG.

It would be easy to dismiss Metal Walker as Pokémon with robots (see Robopon review), but when you get down to its nuts and bolts, Capcom's catch-all game starring a mechanical manager offers an innovative spin on role playing. While the turn-based fighting in other RPGs has you selecting attacks from a menu, MW requires you to battle using reflexes and pool shirk proficiency in aiming.

A well-timed button tap will determine the speed at which you launch your robo-companion, Meta Ball, into enemies and power-ups. The object is to scan enemy robot data during battle, and the confrontations take place in enclosed arenas that enable you to ricochet your Meta Ball off walls and

into enemy targets. The unique pinball battle system successfully keeps the data hunt packed with action, though that excitement can turn to tedious since you bump into enemies way too often (a light breaks out almost every few steps of your lengthy journey).

With an inspired 'bot battle system, Metal Walker runs ahead of other games that are merely coasting on the battle-and-collect formula popularized by Pokémon. And so far as Pokémon clones go, Capcom's pleasing, attractive and snail-soft adventure is one of the top alternatives.

**COMMENTS:** **Jenni**—Not bad for a scrap metal-based RPG. The fighting is varied, and the mechanics and concept are cool and oddly interesting. **Score**—The graphics and other production elements are on par with Pokémon, but the game doesn't have its depth or balance. **Chris**—The turn-based fighting is more interactive than in other RPGs. **Alan**—Ricocheting off walls and into multiple bad guys is just plain cool.



3

GAME BOY COLOR



- Caps: 255, 999,999
- 1 to 2 players
- Save link only
- GB and GBC compatible
- Game Link compatible

RAW ★★★★★  
 GRAPH ★★★★★  
 AUDIO ★★★★★  
 ACTN ★★★★★  
 IDEAT ★★★★★

EVERYONE Suitable for persons ages six and older  
**E**  
 (ES, E, EC, ED)



## STAR WARS: EPISODE I: OBI-WAN'S ADVENTURES

A Force to be reckoned with arrives on GBC.

Though Star Wars is far, far and away one of the most popular licenses in the galaxy, Obi-Wan Adventures is only the second Nintendo game title spawned by The Planetes Alliance. While Nintendo's only other Episode I game—Racer for N64 and Game Boy—was based on the film's Podracing sequence, Obi-Wan Adventures spans the entire movie, following the Padawan learner's journey from spacer to Naboo and his final showdown against Darth Maul. The breadth of the story and the movie stills strung together will please Episode I buffs. For action fanatics, the nine small levels may prove to be a tad short, simplistic and repetitive. In only one level can you

piloot a vehicle (the Gungan craft) and only the Catoombas of Theed offer any substantial (and sorely missed) puzzle solving. Still, THQ's game captures the film's swashbuckling lightsaber action. It may be brainless, but spinning and slicing and dicing your way past droids can be pretty cool and fun.

**COMMENTS:** **Chris**—The game design is original. I like the Jedi feel, like using the lightsaber to deflect gunfire and using the Force as a tool and weapon. **George**—It's solid but unremarkable, relying on pure action rather than providing any sense of adventure or strategy. **Jesse**—The designers should've practiced some restraint when overstuffing the grainy graphics with "textures" (i.e. dots), since too often the items and paths end up blending into the scenery. **Jenni**—If you can work a Jedi mind trick on yourself, you just might be able to play this dull game. **Alan**—It would be a lot cooler if there were some fur for action.



3

GAME BOY COLOR



- THQ's Most
- 1 player
- GBC exclusive
- 9 levels

GAME ★★★★★  
 NEWS ★★★★★  
 SOUND ★★★★★  
 JAMES ★★★★★  
 IDEAS ★★★★★

EVERYONE Suitable for persons ages six and older  
**E**  
 (ES, E, EC, ED)



# ALSO PLAYING THIS MONTH

## COMBAT FODDER

- 1-2 players/2D graphics
- 1 player
- 100 levels



Injecting your games with irreverence, *Comet Fodder* puts you in charge of an odd resistance army unitary. The cheeky game isn't as mind-boggling and takes on 60 units your troops through a jungle, including a mix of odd and bullets as cartoonish enemies. Everything is over the top, from its emphasis on your top speed capability to the silly sounds of barked orders, gurgling screams and howling monkeys. It's a spry and snorting game with a twist.



4

## MONSTER MARCHA EXPLORER

- 1-2 players/3D graphics
- 1 player
- 70 levels
- 100 levels
- 100 levels



The whimsy compiled to the *Monster Marcha* TV and game series provides a tower that you must climb level by level. Doing each room in the tower is a puzzle you solve by strategically placing crates to create stairs leading to the next bay and locked door. *Explorer* is a puzzle-platform game based on Solomon's Key, and the luxury of customizing and trading levels you've created makes the monster-dodge (and -sawing) game an appealing mind-bender that never gets old.



3½

## ROAD CHAMP'S RAZZ STARTER BIKING

- 1-2 players/3D graphics
- 1 player
- 100 levels
- 100 levels



Of the three biking games covered in this month's *Best Buy* or *Go-Go*, *Road Charge* emerges as N64's favored game of two-wheeled tricyclic. The other games stumble because of their semi-toy 3-D perspectives, which imbue a lack of interest to ride up ramps. Instead of having to pedal and clumsily weave through the course just to build up speed, *Road Charge* makes it easy to catch air and burst out starts. And isn't that the point of a stunt biking game?



3½

## ARMY MEN: AIR COMBAT

- 2-32 players/3D graphics
- 1 player
- 100 levels
- 100 levels



Back in action, 300th toy soldiers take to the air in a heady sequel to a GBC version of their N64 flight. The make-or-break factor in most chopper games is its wack, and the wrench on board any of your three helicopters can fish in the goods and power-ups easily. The mission you fly are objective based, ranging from clearing troops to search-and-destroy raids. What's new the case, the action is always high, making *Air Combat* a blast and a fast-paced war to survive.



3

## WORLD DESTRUCTION LEAGUE INSURANCE TANKS

- 2-32 players/3D graphics
- 1 player
- 100 levels
- 100 levels



It might as well be called *Battle Tank 3*, since *World Destruction League* is essentially instead of 300's other tank games. Just like *Battle Tank*, *WDL* sends you rolling through the war-torn streets of a post-apocalyptic future in search of cool arena power-ups and real tanks. And just like *Battle Tank*, *WDL* provides a great bang for your buck. With plenty of missions, recolored helicopters in your fort as it smashes and mashes of buildings or tanks to blow up, *WDL* is a sure fire hit.



3

## KEY



## ESRB RATINGS

To contact the ESRB, call 1-800-955-6276.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



## CRITICAL MASS

Each game's overall score is an average of all of the critics' scores. To describe their unique, personal tastes, each of N64's diverse critics has ranked to game genres in order of preference, with the favorite type of game appearing first.

NAME	ACT	ADVENT	CHASE	DRIVE	EDUC	FIGHT	SPORTS	STRATEGY	THEATRE	TRAVEL
MAVE	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
AMT	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
CHIEF	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
DEWE	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
GEINSE	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
JARVIS	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
JENNY	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
JILL	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
OLIVER	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
SCOTT	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●
SOPHIA	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●	●●●●●●●●●●





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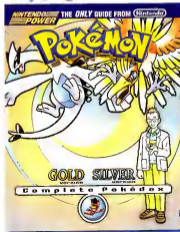
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